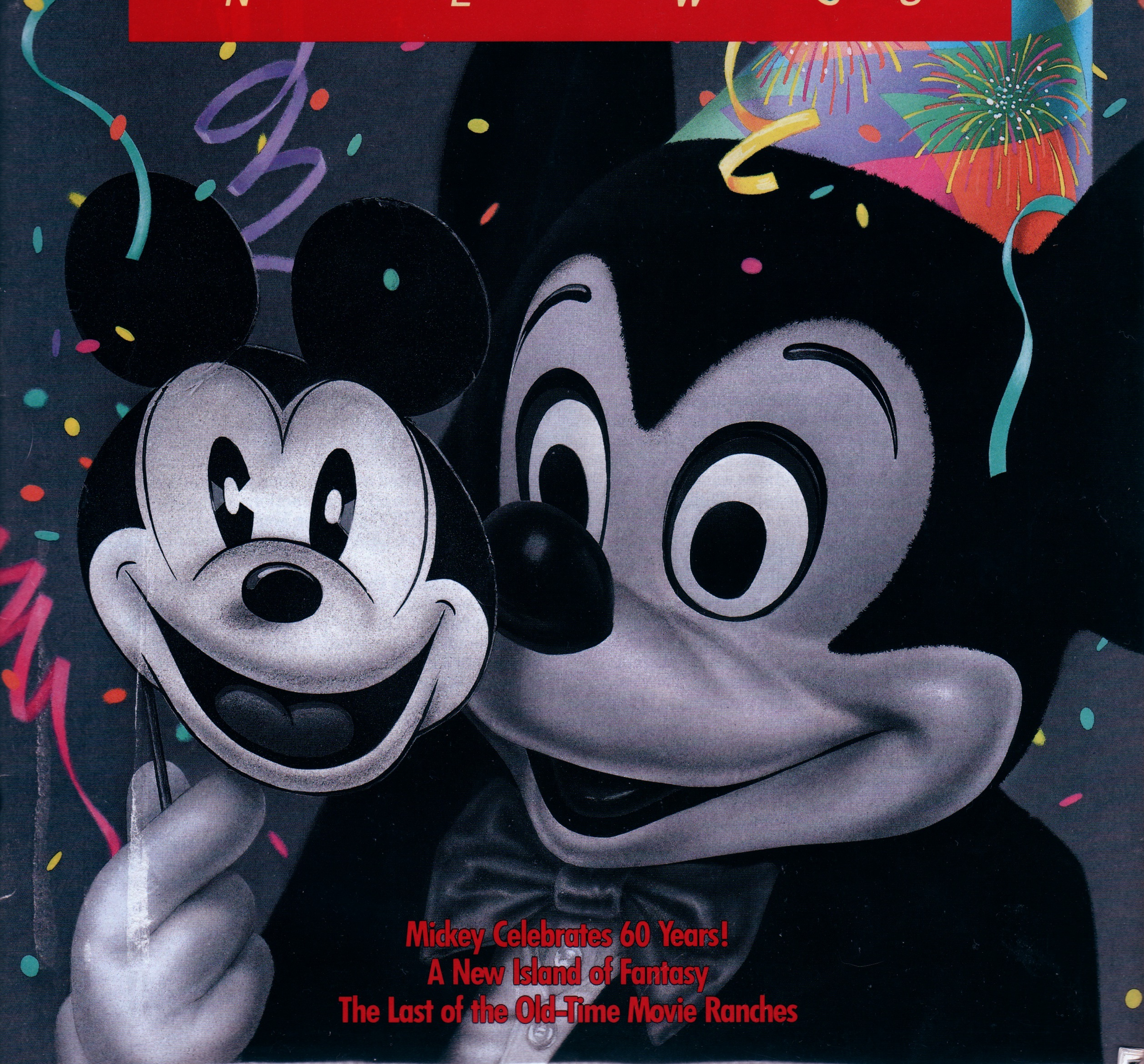
SUMMER 1988

PRICE $1.95

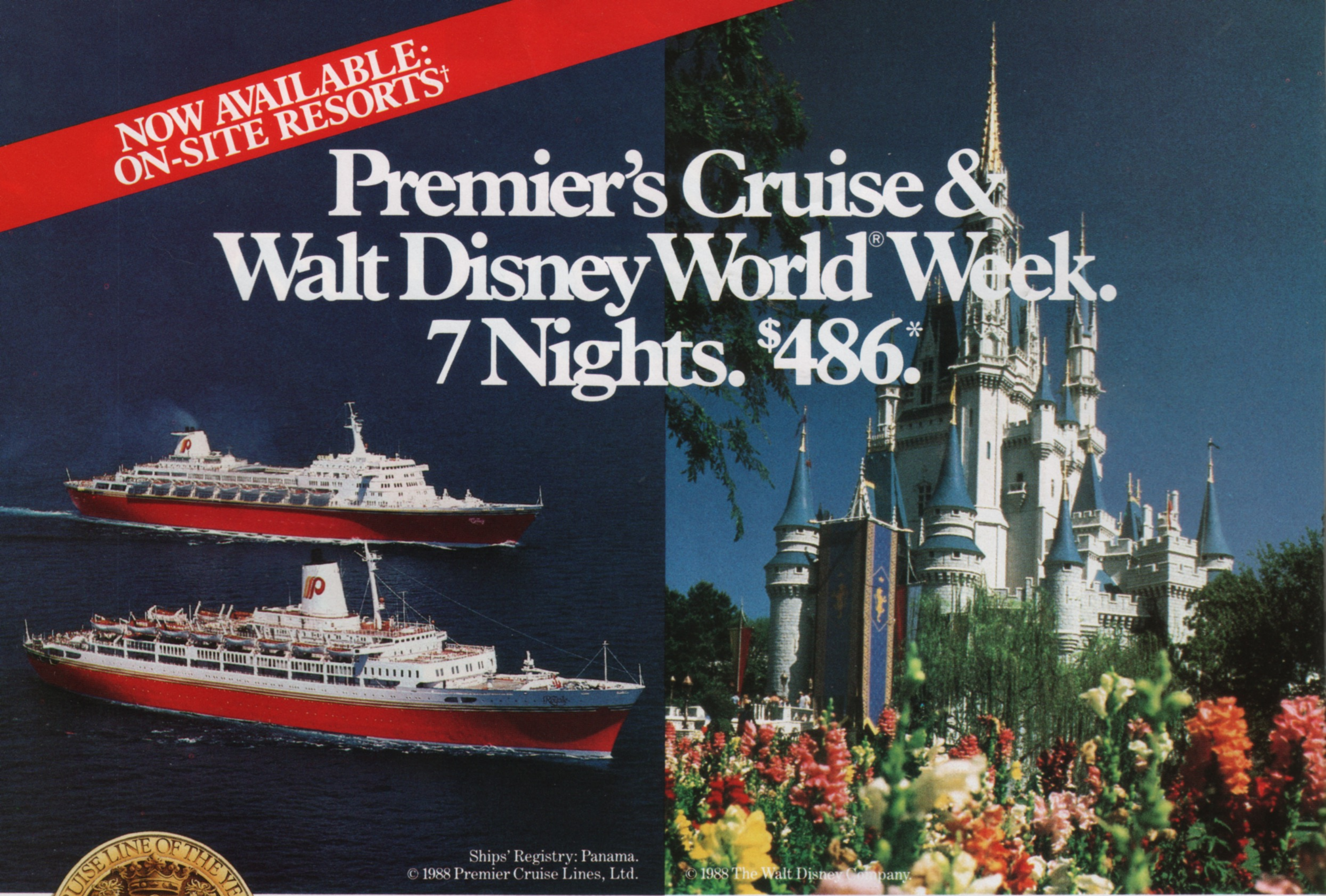
DISNEY NEWS



Mickey Celebrates 60 Years!

A New Island of Fantasy

The Last of the Old-Time Movie Ranches



NOW AVAILABLE: ON-SITE RESORTS†

Premier's Cruise & Walt Disney World® Week. 7 Nights. $486.*

Ships' Registry: Panama.
© 1988 Premier Cruise Lines, Ltd.

© 1988 The Walt Disney Company.

An Incredible Vacation Value, with 10% Magic Kingdom Club savings, too. It's Florida's best Bahamas cruise plus a full 4-day Walt Disney World area vacation. It's an incredible vacation value at full price, but Magic Kingdom Club members save even more—a full 10%. That brings the price down to as little as $486* per person (depending on the season)—for the full seven days!

Cruise 3 nights to the Bahamas. You'll sail from Port Canaveral, the new cruiseport that's just minutes from the Vacation Kingdom. Aboard the spectacular Star/Ship Royale or the incredible Star/Ship Oceanic. They're larger than most of today's ships. With elegant lounges, swimming pools and movie theatres. They're also the only ships with true gourmet cuisine and brand new, Broadway-style entertainment.

What's more, we have the best children's program afloat, with all kinds of organized activities and specially-trained Youth Counselors for the kids.

In charming Nassau you'll love duty-free shopping and nightlife. And then you'll visit one of the most beautiful Out Islands, Salt Cay.

With all this, it's no wonder Premier has won the prestigious "Grand Prix Mondial du Voyage" award and was voted "Cruise Line of the Year" by the World Travel Award Committee.

Full 4-day Walt Disney World area vacation. Take yours before or after your cruise: 4 nights at one of Orlando's best hotels or one of Disney's "on-site" properties. (See Below.) Hertz rental car for 7 days with unlimited mileage. Your 3-day unlimited World Passport to all the attractions at the Magic Kingdom and EPCOT Center. You'll also receive a tour of Spaceport USA℠ at nearby Kennedy Space Center, too.

On-Site Resorts free with early reservations!† Spend your Walt Disney World Vacation in one of the most famous "On-Site" properties—it's free with 6 months advance reservation (depending upon season); otherwise, it costs just a few dollars more.

Reserve your week now. Premier's Cruise and Walt Disney World Week is available every week. Just call **1-800-334-4017** or write the Magic Kingdom Club Travel Center, P.O. Box 22094, Lake Buena Vista, FL 32830. And ask about our roundtrip Fly/Cruise airfares from over 100 cities.

**All rates are per person, double occupancy, based on published 1988 Magic Kingdom Club brochure rates for Super Value Season. Cannot be combined with any other promotion or program. Certain restrictions apply. †On-site resorts subject to availability, depending upon season, certain restrictions apply. 3-night cruise only rates available upon request at a 15% discount. Port charges not included.*

© 1988 The Walt Disney Company.

PREMIER CRUISE LINES
The Official Cruise Line of Walt Disney World®

TABLE OF CONTENTS

DISNEY NEWS

COVER STORY

Still Mickey After All These Years
by Bob Laubacher
From slapstick comedy to starring roles, Mickey celebrates sixty years in the spotlight. 8

RECESS

Discovery Island
by Max and Dawn Navarro
Bird-watching on Discovery Island leads to helpful hints on housing and feeding the objects of your study. 24

DISNEY DINING

Rustle Up a Ranch-Style Cook-Out
A recipe for old-fashioned cornbread tops off your summer barbecue. 27

REMEMBERING WALT

Mickey's Other Voice
by Julia Joslin
Jim Macdonald recalls taking over as Mickey's mouthpiece. 43

WHAT'S NEW

EDITOR'S NOTES

From Mickey to the Matterhorn, it's a hot issue for summer '88. 4

LETTERS

DISNEY NEWS readers speak out. 6

THEME PARKS

Disneyland celebrates Mickey's sixtieth birthday in grand style; Walt Disney World introduces a robot show at Epcot Center; and Mickey finds a home on the range. 45

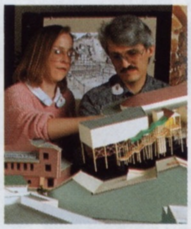
PROJECTIONS

Home Video offers five cartoon packages; The Disney Channel continues to add new programming and original movies; "Bambi" leaves the forest for its sixth re-release; and syndicated TV keeps backing winners. 46

SUITABLE FOR FRAMING

At 60, Mickey's still on top of the world! **Center**

SPECIAL FEATURE



Welcome to Pleasure Island
by Lisa Carroll
Nightclubbing on the lagoon at Walt Disney World—fantastic reality! 16

FEATURE STORIES

Jack-of-All-Voices
by Libby Slate
Meet the man behind the "Official Voice of Disney." 22

Light Up the Night
by Denise Harrison
A behind-the-scenes look at Disney's pyrotechnic extravaganzas. 28

Because It's There
by Lance Machovsky
Teamwork and skill keep the Disneyland Matterhorn climbers above the crowd. 32

Disney Art of Gardening
by Max and Dawn Navarro
Create a mood with nature's celebration: the glorious palm. 35

Shooting at the Golden Oak
by Joe Burns
The last remaining movie ranch is still going strong—and it's Disney's! 38

CREDITS

Vol. 23, No. 3 June, July, August 1988
Publisher—*Bob Baldwin*
Editor—*Anne Okey*
Consulting Editor—*Nick Paccione*
Creative Director—*Anne White*
Design Consultant—*James Bright & Co.*
Advertising Manager—*Richard Dyer*
Business Manager—*Lisa Hiatt*
Production Manager—*Nancy Wolfe*
Circulation—*Kitty Comer*
Contributors—*Marilyn Carter, Tanya Ericson, Kathy Helgason, Leona Oune, Paulette Shubin, Nancy Swistok*

DISNEY NEWS is published four times yearly by Walt Disney's Magic Kingdom Club, a division of Buena Vista Pictures Distribution, Inc. All rights reserved. Reprint of material only upon written approval of the copyright owner, P.O. Box 4489, Anaheim, California 92803.

CHANGE OF ADDRESS

The Post Office will not forward copies, and we cannot send duplicates of copies that go astray. So please give us at least four weeks' notice when changing your address. Preferably send address label from back issue, but always include both old and new addresses and zip codes to DISNEY NEWS, P.O. Box 3310, Anaheim, California 92803.

SUBSCRIPTIONS

In the United States: $12.95 for two years (8 issues). Outside the U.S.: $12.95 for one year (four issues). American Express, VISA, MasterCard accepted. Further subscription/renewal information, please write: DISNEY NEWS Subscriptions, P.O. Box 3310, Anaheim, CA 92803. Your subscription does not include a Magic Kingdom Club membership card. Contact your company's Personnel or Recreation Office to obtain a card.

Dates and times of special entertainment and other activities, offers and prices, subject to change without notice.

ON THE COVER: *He's changed a bit since 1928, but he's still the same Mickey we've known and loved for sixty years!*

©1988 The Walt Disney Company

EDITOR'S NOTES

Summer 1988—and everything's coming up Mickey! This is the big year, when everyone's favorite mouse turns the big six-0, and Disney wants the whole world to get in on the celebration. In our cover story, Bob Laubacher, a former Disneyland Merchandise Host turned writer, traces the long and varied career of Walt's little friend, showing us that, despite six decades of continual change, he's **Still Mickey After All These Years**.

Then, there's an exciting new entertainment complex rising on the shores of a near-dilapidated island in a Florida lagoon. Writer Lisa Carroll investigated the mysterious goings-on and brings you a sneak peek at Walt Disney World's latest hot spot in her special feature, **Welcome to Pleasure Island**.

The **Jack-of-All-Voices** in Libby Slate's article is none other than the "Voice of Disney," Jack Wagner. If you've ever been to Disneyland or Walt Disney World, or just passed through Orlando Airport, you've experienced Jack's versatile talent. Now discover the fascinating past behind the "voice".

Nick Paccione

Denise Harrison

Lance Machovsky

When it's time to **Light Up the Night**, no one does it quite like Disney. In researching the how-and-why of these nighttime spectaculars, Denise Harrison found that there's a lot more to them than meets the eye.

Veteran mountain climber Lance Machovsky was intrigued by the intrepid climbers who relentlessly challenge the icy slopes of the Disneyland Matterhorn. Based on his own experience and knowledge of the rigors of rock climbing, **Because It's There** captures the motivation, skill and dedication of this close-knit team.

Did you ever wonder exactly what they meant in the old "Spin and Marty" series when they sang "Way out west on the Triple R..."? Writer Joe Burns tracked down the site of that famous summer camp, and found it was right in our own backyard, on the Golden Oak Ranch in Newhall, California. As the last remaining movie ranch in Southern California, **Shooting at the Golden Oak** continues to capture the action for innumerable film and television productions.

Disney Dining wants you to "Rustle Up a Ranch-Style Cook-Out" to liven up your summer dinner hour. And Jim Macdonald, who became Mickey's second voice, shares some unique memories with writer Julia Joslin in **Remembering Walt: Mickey's Other Voice.**

Summer's heating up, so dive into your DISNEY NEWS for a refreshing read!

From the Publisher: *This issue we are happy to highlight another member of the DISNEY NEWS staff—Consulting Editor Nick Paccione. Nick began his Disney career in 1975 as a Custodial Host at Disneyland while attending Loyola-Marymount University where he earned degrees in English and Communications. In 1981 he took a position as copywriter for the Magic Kingdom Club, and now supervises the Club's marketing department. Nick initially became involved with DISNEY NEWS in 1985 during the redesigning of the magazine. At that time he initiated the editorial direction of the new format.*

HEIGH-HO, HEIGH-HO, IT'S OFF TO HILTON WE GO.

Hilton is the official hotel of the Magic Kingdom Club.® That means members are entitled to 10% off room rates at most Hiltons across the U.S. And kids stay free. So make your next vacation plans at Hilton. What could be more magical? For reservations, call 1-800-HILTONS.

HILTON

OFFICIAL SPONSOR
OF THE 1988
U.S. OLYMPIC TEAM

USA

Present your Magic Kingdom Club card when you check in. Offer not valid for group or convention reservations.

TO THE Editor

I just received my first issue of the DISNEY NEWS, and am thrilled with it. If all issues are as great as the Fall 1987 issue, I will be one happy lady! I'm a Walt Disney fan from way back.

I do have to point out one mistake on page 14, though...Look closely at the bird's-eye view of Epcot Center...I believe it's backwards—a mirror-image of what it should be. Oh well...

Kathy Lorinser
S. St. Paul, MN

Good eyes, Kathy! Somehow our picture did get flipped. The tip-off is the Imagination pavilion which appears in the left corner of the photo—it should be on the right.

I haven't seen the prices for Disneyland tickets or the Magic Kingdom Club prices in my *DISNEY NEWS*. I know you used to put them on the back page, I think it was. I would like to see them in there again in each magazine because prices keep changing and many people would like to know how to plan for their trip.

Patricia Farmer
Taft, CA

Unfortunately, Park admission prices are not always determined before DISNEY NEWS goes to press. If we were to run current prices, there is the risk that they could change before your visit. Rather than publish information which could prove to be incorrect, we prefer to direct you to the Disneyland general information phone number: (714) 999-4565, or (213) 626-8605, ext. 4565. For Walt Disney World, call (407) 824-4500. The operators can provide you with up-to-the-minute information on admission prices, operating hours, and special events.

Last summer I visited Disneyland for only my second time. The year before was my first. I was nine years old that first summer. My parents gave me a choice to go back to Disneyland or back east to see Washington D.C. and New York City. That's not really a choice.

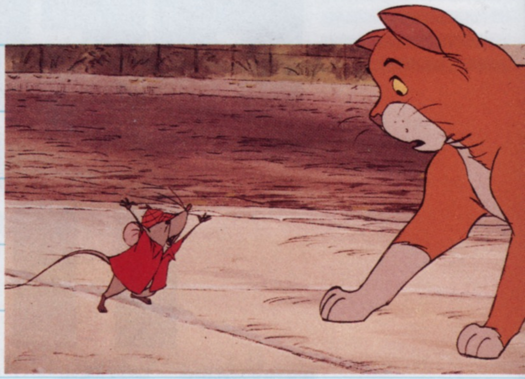
Not only did I have a wonderful time, I learned many things too. That dreams can come true and with a little imagination anything is possible.

As in your last "To the Editor," I hope *Great Moments with Mr. Lincoln* never leaves the Park, either. I would like to see all of the presidents and hope one day to visit Walt Disney World.

My current dream is to return to Disneyland in 1989 and get aboard *Splash Mountain* and back into *Star Tours*, which may just be the greatest attraction of all time.

Matt Brewer
Killeen, TX

P.S. My dad always said there should be no child or adult that has not been able to see or visit Disneyland. All should have the opportunity.



Roquefort and O'Mally receive overdue recognition

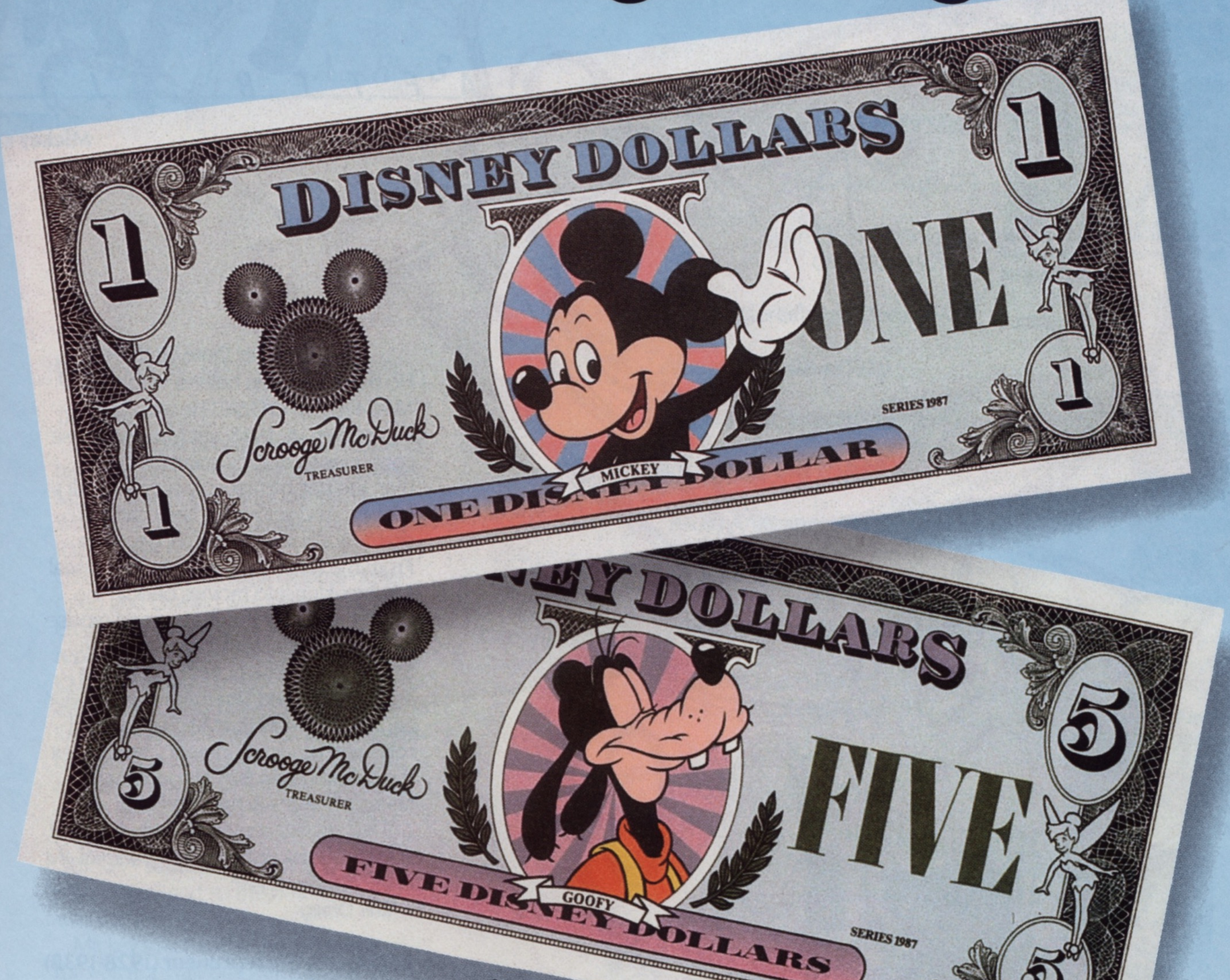
I am sure people like me drive you "bats," but I wanted to inform you of an error.

In the Winter 1987 *DISNEY NEWS*, on page 30, the picture labeled "Crimefighter Basil enlists feline assistance" is actually Roquefort talking to O'Mally in "The Aristocats."

Linda Caramagno
Austin, TX

People like you don't drive us "bats," Linda, they keep us honest and humble. You're absolutely correct. Thanks to you (and Martina Delude of Alhambra, CA, who also caught this mistake), Roquefort has now received his proper credit.

Currency With Character For The Magic Kingdoms


DISNEY DOLLARS
1
ONE
Scrooge McDuck
TREASURER
SERIES 1987
MICKEY
ONE DISNEY DOLLAR
DISNEY DOLLARS
5
FIVE
Scrooge McDuck
TREASURER
GOOFY
FIVE DISNEY DOLLARS
SERIES 1987

And Beyond.

Disney Dollars make your Disney getaway a total fantasy experience. And isn't that what your vacation's all about?

These beautiful, full-color $1 and $5 bills have real character! Mickey and Goofy that is! Imagine the fun of exploring, shopping and dining with Disney Dollars throughout Disneyland, Walt Disney World and Epcot Center. But the magic of Disney Dollars extends far beyond the boundaries of the Magic Kingdoms!

After a day of thrills and enchantment, you can unlock all the fun and relaxation of any fabulous Disney resort with Disney Dollars! Check into a luxurious hotel. Order a delicious dinner. Enjoy your favorite sport. Or shop till your heart's content. Disney Dollars give you the whole world of Disney Resorts to explore.

So, when you visit any Disney Theme Park, resort, hotel, shop or restaurant, ask for your change in Disney Dollars. Use the money that sets the standard for fun.

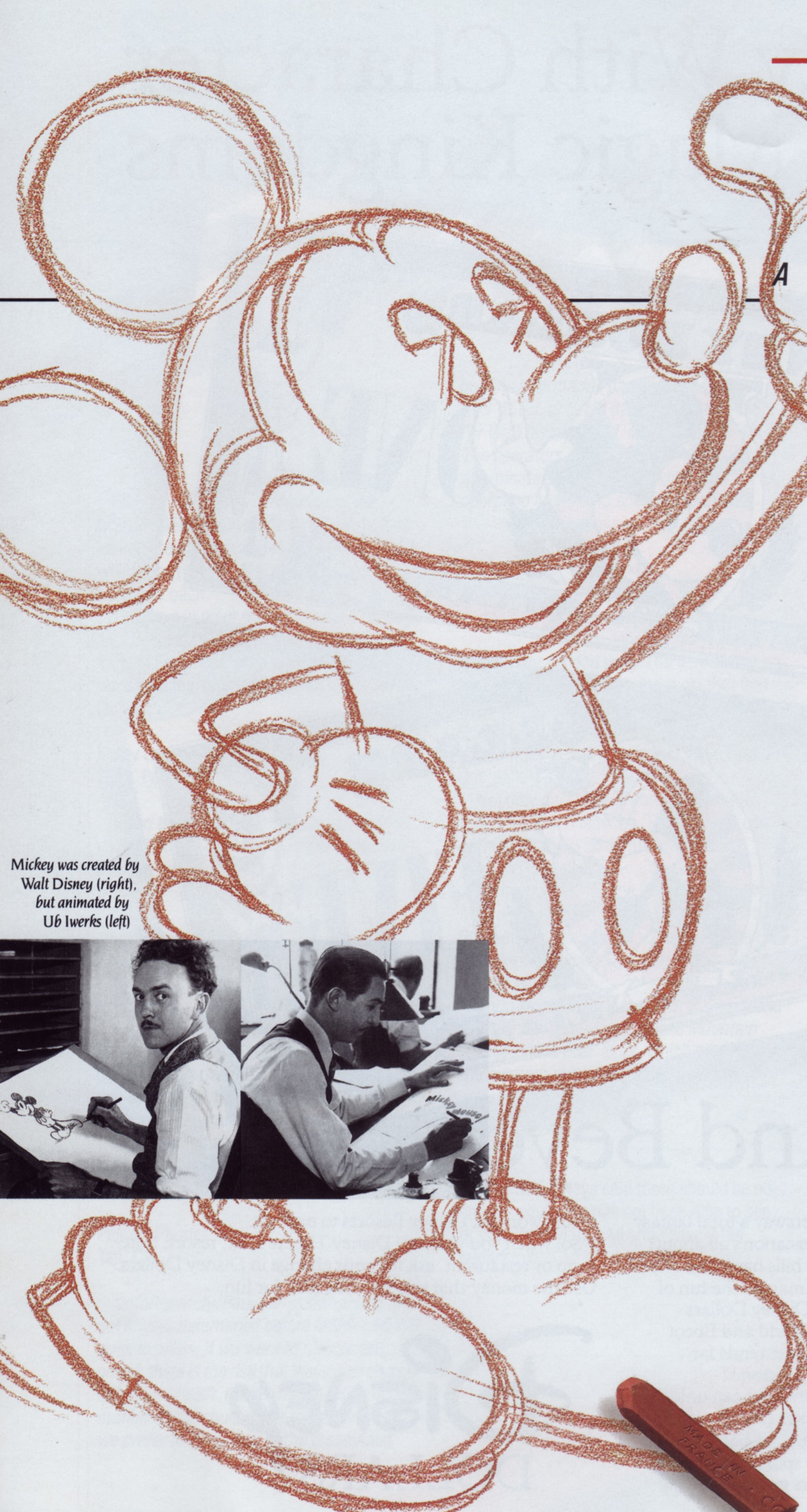
Disney
DOLLARS

© 1988 The Walt Disney Company

Mic

AFTER ALL T

Mickey's Six De



Mickey was created by Walt Disney (right), but animated by Ub Iwerks (left)

Hey there. Hi there. Ho there. Can you believe who's sixty? M-I-C-K-E-Y, M-O-U-S-E! He was "born" November 18, 1928, yet Mickey Mouse continues to look as good (or better) than the day he first sprang from Walt's inkwell. And yet his life has changed dramatically over these six decades. From the fun-loving, mischievous rascal just breaking into movies back in the thirties, to today's mature, grand mouse of stage, screen, and theme parks, Mickey still knows how to win hearts around the world. Read along as DISNEY NEWS takes a look at Mickey's varied roles and accomplishments, and traces the subtle changes in his personality over sixty years in the spotlight.

"*I had this little mouse in the back of my head, in spite of the fact that everyone is frightened of a mouse, including myself!*"
Walt Disney

Mickey the Entrepreneur (1928-1938)

When Mickey Mouse first burst on the silver screen in movie theatres across the country, few audiences could imagine a talking mouse. Yet, not only did this free-spirited rodent talk, he also sang and danced, tugged, pushed, poked and played his animated co-stars as if they were musical instruments. His first starring role, "*Steamboat Willie*," was also the first completely synchronized sound cartoon, developed by the creative genius from Kansas City, Missouri—Walt Disney. Together, these two enterprising entertainers broke new ground and took America—and the world—by storm. From his screen debut at New York's Colony Theatre, Mickey was launched into his first decade—full of fun, mischief, and a chance to really show his stuff in almost every type of role imaginable—

key

HESE YEARS

ades of Change

but always the "good guy," of course!

The Cartoon Star

Mickey's first decade was the busiest of his film career. In the beginning, however, Mickey wasn't even supposed to be Walt's star. Instead, "Oswald the Lucky Rabbit" was earmarked to be his primary character. When a legal dispute developed and Oswald was judged the property of another studio, Walt needed a replacement—fast! Taking the train back to Hollywood from New York, he remembered a family of mice who loved the lunch scraps secretaries left in wire wastebaskets at a former job years ago, and an idea began to take shape. Excited about his new character, Walt's first choice for a name was "Mortimer," but "Mickey" sounded friendlier to his wife, Lillian, and so the new star was named.

Mickey's first and principal animator was not Walt but Walt's good friend from Kansas City, Ub Iwerks. Walt, however, did donate his own falsetto for Mickey's voice during the early years.

In 1932, Walt was awarded a special Academy Award for the creation of Mickey Mouse. And, in 1935, after 72 hits in black and white, Mickey was given his first full-color vehicle, "The Band Concert." During these first ten years, Mickey starred in 102 animated cartoon shorts—about 85% of his lifetime total!

Leader of the Pack—The Mickey Mouse Club #1

Long before television was even a gleam in America's eye, the first Mickey Mouse Club was organized. In 1929, this fun-filled fan club brought kids and theatre owners excitement every Saturday.

During his first decade, Mickey played a number of leading roles and a variety of different characters in his cartoon shorts. His first role, of course, was the comical helmsman in "Steamboat Willie."

These are just some of the challenging roles Mickey took on during his first decade:

ROLE/CARTOON/DATE

Pilot/*Plane Crazy*/1929

Train Engineer/*Mickey's Choo-Choo*/1929

Explorer/*Jungle Rhythm*/1929

Lifeguard/*Wild Waves*/1929

Conductor/*The Barnyard Concert*/1930

Hunter/*The Moose Hunt*/1931

Radio Announcer/*The Barnyard Broadcast*/1931

Jungle Explorer/*Trader Mickey*/1932

Football Player/*Touchdown Mickey*/1932

Tavern Piano Player/*The Klondike Kid*/1932

Movie Star/ *Mickey's Gala Premiere*/1933

Jockey/*The Steeple Chase*/1933

Epic Hero/*Gulliver Mickey*/1934

Firemouse/*Mickey's Fire Brigade*/1935

Shipwrecked Sailor/*Mickey's Man Friday*/1935

Exterminator/*Mickey's Garden*/1935

Polo Player/*Mickey's Polo Team*/1936

Mountain Climber/*Alpine Cleaners*/1936

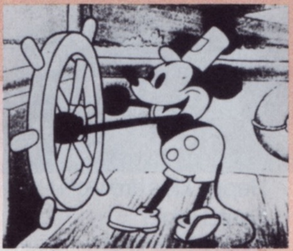
Ringmaster/*Mickey's Circus*/1936

Magician/*Magician Mickey*/1937

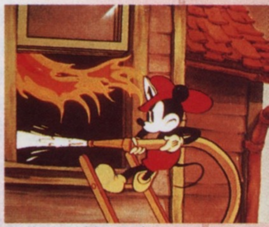
Ghostbuster/*Lonesome Ghosts*/1937

Medieval Tailor/*Brave Little Tailor*/1938

Whaler/*The Whalers*/1938

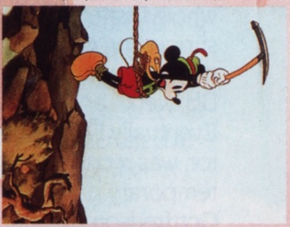


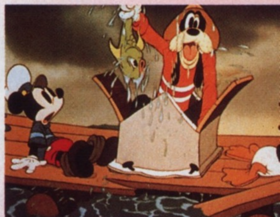
"Steamboat Willie" earned Mickey his first accolades



An intrepid fire fighter (1935)

Cleaning up the Alps (1936)





A whale of a tale (1938)

At local movie houses across the country, card-carrying Club members watched the latest Mickey adventure, participated in Club activities, and enjoyed weekly games, contests and talent shows. Of course, there was also an official Club yell:

Handy! Dandy!
Sweet as candy!
Happy kids are we!
Eenie! Ickie!
Minnie! Mickey!
M-o-u-s-e!

Each meeting concluded with a stirring rendition of Mickey's signature song, "Minnie's Yoo Hoo."

As the leader of the Club, Mickey's role was to provide fun, fun, fun, (and keep the kids coming back next Saturday morning!) He succeeded. A whole generation of youngsters fell in love with the irrepressible Club leader, and had a great time in the process.

The Comic Strip Character

On January 13, 1930, a syndicated Mickey Mouse comic strip appeared in major newspapers. Of course, Mickey was the hero. But Minnie, Mickey's nephews Morty and Ferdy, and the whole Disney gang played featured supporting roles. In the early days, the strip was written by Walt, illustrated by Ub Iwerks, and inked by Win Smith. Eventually Floyd Gottfredson, an animator, was recruited to draw the strip on a temporary basis. Almost 45 years later, Gottfredson was still drawing the strip, and continued to do so until his retirement in 1975. The strip's popularity made it a favorite in the United States and around the world. Today Mickey's antics are read in a dozen languages in over 400 foreign publications, as well as around 350 newspapers in the U.S.

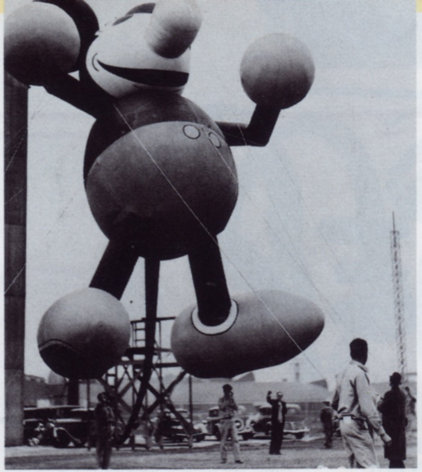
The Merchandising Star

Walt and his brother, Roy, found that merchandising was an excellent way to increase Mickey's popularity. During his first decade, a host of Mickey merchandise delighted a nation. The first Mickey Mouse book was published in 1930. In 1933, the first Mickey Mouse watch was produced by Ingersoll and outsold every other children's watch ten-to-one (and, incidently, saved Ingersoll from bankruptcy). Hand-made Mickey Mouse "soft toys" sold for $5.00 in 1930, with more than 400 produced and sold each week—until automation took over a few years later and boosted that number into the thousands. In addition, Walt Disney Enterprises (a division set up to handle merchandising) licensed Mickey Mouse for toothbrushes, radios, toys, spoons, plates, games, soap figures, balloons, egg cups, toy trains (this time saving the Lionel Company from bankruptcy), towels, shoes, and juvenile china sets. Mickey's name was even licensed to endorse a popular brand of milk of magnesia. As a merchandiser, Mickey was unbeatable.

The High Flyer

It seemed that Mickey was everywhere during his first decade. His exciting lifestyle even took him to the annual Macy's Thanksgiving Day Parade in 1935, where he was flying high as the lead-off balloon. To this day, Mickey makes an annual appearance in that parade—over 50 years later!

That first balloon, by the way, prepared Mickey to hit even greater heights almost 60 years later. This, of course, in the form of "Ear Force One," the giant Mickey-shaped hot air balloon now used for special events at the Theme Parks, and across the country for promotional purposes.



Mickey: Already flying high in 1935

"It is understandable that I should have a sentimental attachment for the little personage who... has been so happily accepted as an amusing friend wherever films are shown around the world."
Walt Disney

The Feature Star and War Hero (1938-1948)

For the first time in his relatively short life, Mickey was eased out of the spotlight at the Studio and on the screen. Instead, Walt and his animators began to favor Pluto, Donald, and Goofy. And

"WHAT THIS COUNTRY NEEDS"
MICKEY MOUSE SOAP
FOR BATH AND TOILET

there was a very good reason for this. It seemed that every time Mickey was mischievous in a cartoon, a flood of letters from complaining parents and Mickey admirers would inundate the Studio. Walt found it was easier to put characters from whom you'd expect mischief into those situations. In addition, it was getting harder and harder for Walt to devote as much time and voice as was necessary to support a heavy schedule of Mickey Mouse cartoons.

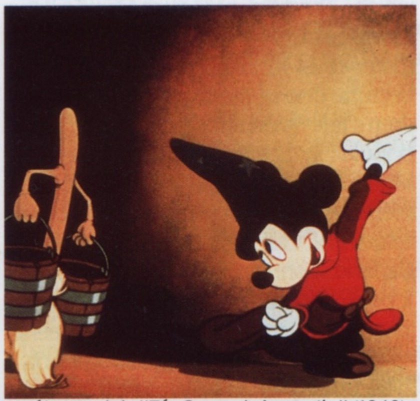
At this time, too, Mickey's appearance began to change, taking on a more mature, responsible look. His head was made rounder. His body was drawn in better proportion. His shoes were larger. Indeed, Mickey's formative years were truly behind him as he entered his "decade of responsibility."

Although his cartoon-making days were limited, Mickey was still a mouse in demand. His second decade gave him his first feature films, and a shot at helping the Allies win the war.

The Feature Film Star

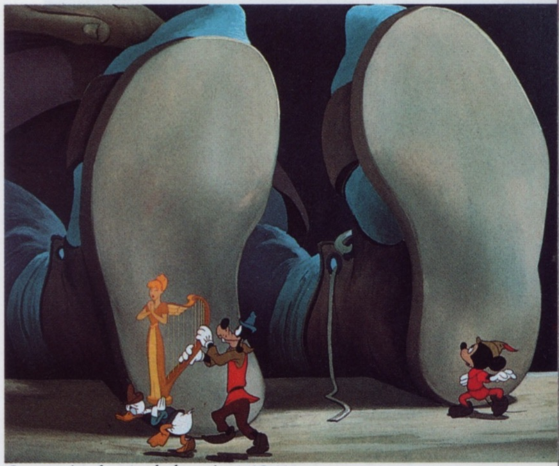
Two feature films of this period gave Mickey star billing, playing characters that were a cut above his normal cartoon roles: *Fantasia*, 1940, and *Fun and Fancy Free*, 1947.

Fantasia, of course, is a great cinematic accomplishment—a classic—concocted by two creative geniuses over dinner. It began one evening when Walt was having dinner at the same restaurant as the great classical conductor, Leopold Stokowski. Walt told him about his upcoming project, "*The Sorcerer's Apprentice*," and Stokowski excitedly offered to conduct the score written by Paul Dukas. Oddly enough, Mickey was not immediately cast as the star. Dopey, the most charismatic of Snow White's little friends, generated much support for the role within the Disney Studio. But Walt wanted to give Mickey this special assignment and eventually got his way.



Working magic in "The Sorcerer's Apprentice" (1940)

The length of "*The Sorcerer's Apprentice*" turned out to be awkward. It was too long and too expensive to be a "Silly Symphony" (characters other than Mickey and his pals animated in stories choreographed to classical music). Yet, it was too short to stand on its own in the theatre. The answer: ask Stokowski to conduct other classics, let Disney animators choreograph them with animated characters, and put them all together with narration linking them into a cohesive film. Initially titled *The Concert Feature*, the film's name was later changed to *Fantasia*. Proving Walt's faith in him, Mickey turned in a brilliant performance as the hapless protege of the great sorcerer, Yensid ("Disney," spelled backward).



Conquering fear to elude a giant (1941)

Fun and Fancy Free features Edgar Bergen, Charlie McCarthy, Mortimer Snerd and Jiminy Cricket narrating two tales. In the segment that has come to be known as "*Mickey and the Beanstalk*," Mickey encounters danger and excitement as he and his cohorts, Donald and Goofy, attempt to rescue the Singing Harp from Willie, a not-so-friendly giant.

The War Hero

Although thoroughly enjoying his life as a film star, Mickey did not hesitate to abandon the good life when duty called. With the nation plunged into World World II, the U.S. Government needed training films and special help for the war effort. They called on Walt Disney, a willing and eager volunteer. Walt immediately set his Studio in action producing animated training films underwritten by the government. Although the more feisty Donald was selected to depict our fighting forces, Mickey was recruited to support the war effort in a number of significant projects.

Mickey appeared on posters, insignias, bullets, bombs, hospitals, and airplanes. His image infuriated Adolph Hitler to the point that he banned the hugely popular Mickey lapel pins from his country (people had been substituting them for the officially sanctioned swastika pins). Mickey's most acclaimed presence in the war, however, was the password chosen by the Allied Forces on D-Day in 1944—"Mickey Mouse."

Mickey's comic book career also began in his second decade. When the concept was initiated, Mickey Mouse comic books sold for 10¢. These colorful kids' magazines were never created at the Studio, however. It seems the magazine publisher, under license with Disney, has always been respon-

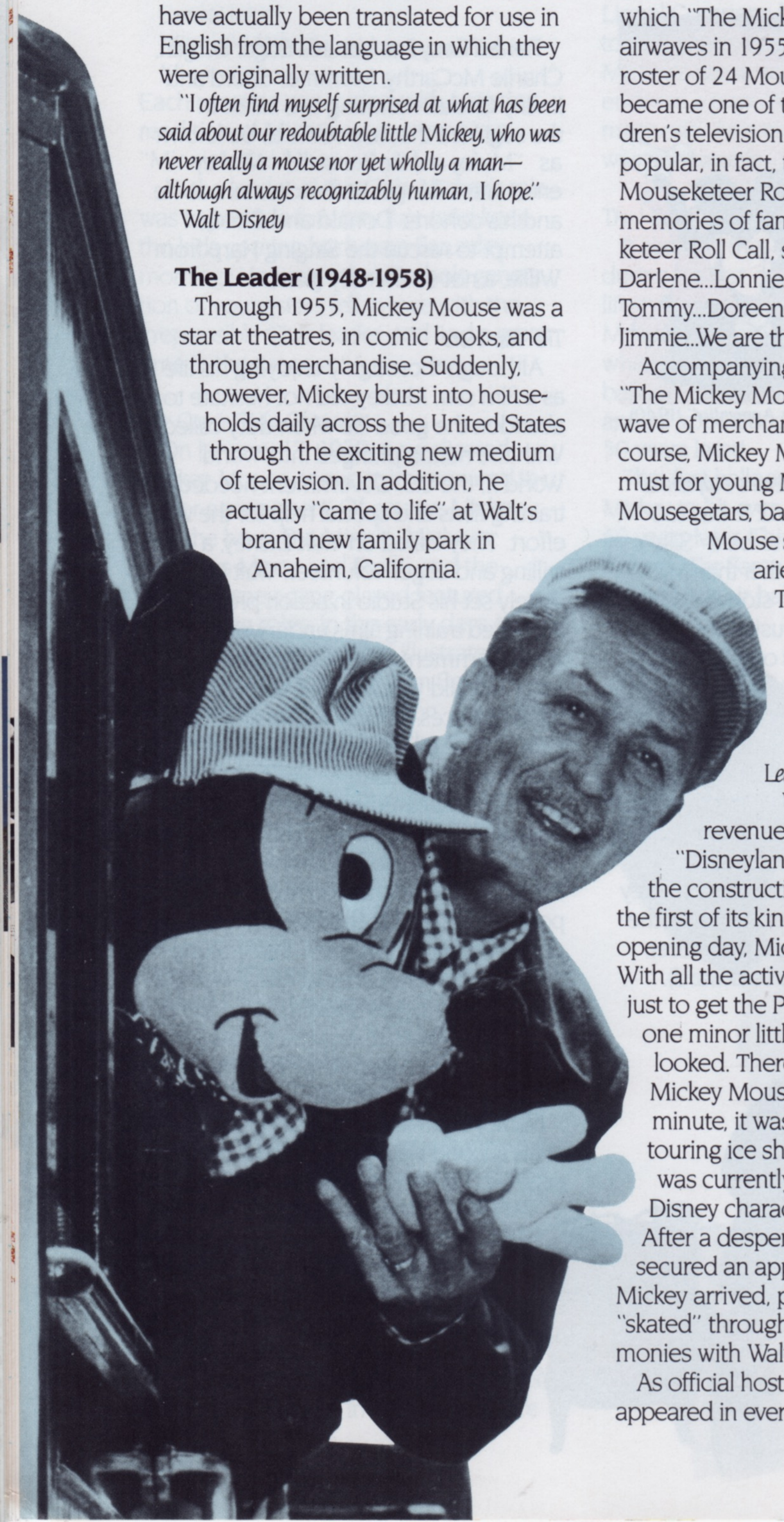
MICKEY MOUSE
THE FIDDLER
MICKEY MOUSE
MICKEY MOUSE

sible for the story line and the production, including drawing Mickey and his friends. Like Mickey himself, his comics are by no means limited to the United States. With his adventures published in 47 different countries, Mickey's had to talk himself out of trouble in 37 languages. Over the years, many stories created for audiences in other countries have actually been translated for use in English from the language in which they were originally written.

"I often find myself surprised at what has been said about our redoubtable little Mickey, who was never really a mouse nor yet wholly a man—although always recognizably human, I hope."
Walt Disney

The Leader (1948-1958)

Through 1955, Mickey Mouse was a star at theatres, in comic books, and through merchandise. Suddenly, however, Mickey burst into households daily across the United States through the exciting new medium of television. In addition, he actually "came to life" at Walt's brand new family park in Anaheim, California.



Leader of the Pack—The Mickey Mouse Club #2

In a letter from Robert E. Kinter, President of ABC Television in 1954, Walt Disney was congratulated for pre-booking commercial time "...one hour a day, five days a week, for a full 52 weeks *firm*"—a total of 18 sponsors had committed over $15 million for a show they hadn't even seen! That was the impact with which "The Mickey Mouse Club" hit the airwaves in 1955. The show, featuring a roster of 24 Mouseketeers, immediately became one of the most popular children's television shows of all time. So popular, in fact, that echoes of the Mouseketeer Roll Call still ring in the memories of fans everywhere..."Mouseketeer Roll Call, sound off now: Bobby... Darlene...Lonnie...Sharon...Annette... Tommy...Doreen...Cubby...Karen...Roy... Jimmie...We are the merry Mouseketeers!"

Accompanying the huge success of "The Mickey Mouse Club" was another wave of merchandising success. Of course, Mickey Mouse "ears" were a must for young Mouseketeers. So were Mousegetars, bandleader outfits, Mickey Mouse stools, Mousekedictionaries, and Mouseke-more. The fun and adventures lasted for four years on television, but the memories (and syndication) go on and on.

Leader of the Park

Walt Disney parlayed the revenues from his evening "Disneyland" television show into the construction of his dream park—the first of its kind. But on Disneyland's opening day, Mickey almost missed it! With all the activities needing attention just to get the Park open, it seems that one minor little detail was overlooked. There was no costume for a Mickey Mouse character. At the last minute, it was mentioned that a touring ice show, the Ice Capades, was currently doing a show with Disney characters, including Mickey. After a desperate call to the show secured an appropriate costume, Mickey arrived, properly clad, and "skated" through the opening ceremonies with Walt.

As official host of the Park, Mickey has appeared in every parade that's stepped off in "The Happiest Place on Earth" since its opening in 1955. He's greeted innumerable celebrities, including film stars, political figures (with the exception of Nikita Krushchev, when security advisors prevented his visit in 1959—much to his chagrin), and royalty. In addition, Mickey is responsible for ground-breaking ceremonies and opening ceremonies of new attractions—a job that will never end, in Walt's words, "...as long as there is imagination left in the world."

"Mickey's a nice fellow who never does anybody any harm, who gets in scrapes through no fault of his own but always manages to come up grinning."
Walt Disney

Mouse-of-All-Trades (1958-1968)

Finally, a decade in which Mickey's life could achieve a status quo of sorts. He didn't exactly have time to rest on his laurels, though. His duties at Disneyland continued. Occasionally, he was called on to star in "Walt Disney's Wonderful World of Color" television show. His merchandise experienced a resurgence in the sixties and was more popular than ever. He continued his adventures in comic books and in newspaper funny pages. And his duties as official logo of the The Walt Disney Studios went on uninterrupted. In all, it was a decade to reflect on the past and brace for the future.

Mickey's popularity continued to bloom overseas as well. Ever since his introduction around the world, Mickey had been able to transcend language and social barriers, appealing to young and old, rich and poor, and people of all nationalities. In Italy, his name is Topolino; in Spain he's known as El Raton Mickey; in Germany, Micky Maus; Sweden, Musse Pigg; Norway, Mikke Mus; Mandarin Chinese translates him as Mi Lao Shu; and in Japanese he's Miki Mouso. Mickey speaks a language that everyone understands and loves—no matter what their native tongue.

"All we ever intended for him or expected of him was that he should continue to make people everywhere chuckle with him and at him. We didn't burden him with any social symbolism, we made him no mouthpiece for frustrations or harsh satire."
Walt Disney

The Old Pro (1968-1978)

He'd done it all before and, by the way, he was pretty good at it. During his fifth decade, Mickey was called upon to star in yet another version of The Mickey Mouse Club and host the opening of another Theme Park. You'd think that some of the thrill would be gone by now; that some of the glamour and excitement would have worn pretty thin. But this is a mouse made of special stuff. And so Mickey's life continued on at an exhilarating, almost frantic pace during the seventies.

Theme Park Host

Mickey was accustomed to being the official host at Disneyland, but in 1971, Walt Disney World made its debut, and Mickey the Host began doing double duty. At the Resort, Mickey is kept busy greeting friends in the Magic Kingdom and EPCOT Center, hosting breakfasts at Fort Wilderness Campground, and making periodic appearances around the property, including Discovery Island, River Country, and even on the golf course!

Leader of the Pack—The Mickey Mouse Club #3

Although the names and costumes changed, "The New Mickey Mouse Club" still thrilled kids of all ages when it was introduced in 1977. Mickey even wore a colorful jumpsuit to match the upbeat tempo of this lively show. This time, there were 12 new Mouseketeers wearing brightly colored Mickey ears and modern jumpsuits. Mickey provided an abundance of high-spirited energy and acted like a kid again, even though he was approaching his fifties by this time! His place as "Leader of the Pack" was still secure.

"Mickey Mouse to me is a symbol of independence."
Walt Disney

The Renaissance Mouse (1978-1988)

Big things happened in Mickey's sixth decade. He stepped back in front of the camera. He opened the first international Disney Theme Park. And his career enjoyed a rebirth, with renewed interest by young and old alike.

The Film Star, Again

Mickey's Christmas Carol, based on the play by Charles Dickens (A *Christmas Carol*), is the perfect setting for Mickey's first screen appearance in 35 years. In this short feature, Mickey brilliantly plays the part of Bob Cratchit. A veritable "Who's Who" of characters from Mickey's (and Walt's) past join in to make this wonderful cartoon ideal for the Christmas season. Looking and sounding better than ever, Mickey wowed audiences and critics alike with his sterling performance.

Theme Park Host, Again

When Tokyo Disneyland opened in 1983, it marked the first international Disney Theme Park. Of course, Mickey was on hand to dedicate the new Park, and he is on hand each day to greet his enthusiastic fans. He also appears as the *Audio-Animatronics* leader of the band in the Fantasyland attraction, *Mickey Mouse Revue* (relocated from Walt Disney World). Although his time is spread thin with three Parks to look after, Mickey is already looking forward to continuing the magic across another ocean when Euro Disneyland opens near Paris, France, in 1992.

"It's important to remember that all this started with a mouse."
Walt Disney

What Next?

Just when you think there's no place left for a mouse born in 1928, Mickey reappears bigger and better than ever. Over the years, he's been an animated cartoon figure, a merchandise star, a television star, a feature film star, a Theme Park host, the Mickey Mouse Club Leader, a balloon, and much, much more. You'd think he'd be getting tired and just about ready to call it a career by now.

Mickey Mouse, however, represents more than just an animated character or stuffed toy. He represents an ideology that each of us knows, loves, and identifies with. He represents the "underdog." He's the guy who overcomes adversity to beat out the bully. Walt said that Mickey appeals to "...the Mickey in all of us." And as long as there are bullies in this world, Mickey will have new jobs to do, and new audiences in every language.

Is Mickey up to the task? Can a 60-year-old mouse possibly have the energy to find new ways to entertain the world? Can he sustain the charm and charisma Walt gave him "at birth" for future generations? Can he continue to delight children and adults in movies, on television, at theme parks, as merchandise, and at special events? The answer is simple: You bet!

by Bob Laubacher

SIXTY YEARS
MICKEY
WITH YOU

© Kodak, 1988. Kodak and S-100 are trademarks.

S 100 EF
ELECTRONIC FLASH
S series
FLASH
Kodak
35mm 1:4.5
Rich Sharp
Kodacolor
Gold 200

Simply, the best pictures of your life.

For great 35mm pictures without all the bother, the answer is simple. And affordable. Kodak's new S-100. It's easy to load. There's no need to focus. And the flash is built right in. The result? Pictures that are 35mm sharp, crisp and colorful. Kodak 35mm cameras. A foolproof way to get pictures that are simply, beautiful.

Kodak 35mm cameras

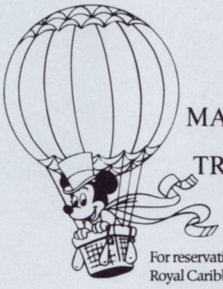
You Are Looking At One Of The Reasons A Royal Caribbean Cruise Is Better.

Imagine watching the sun set from 10 stories above the water. Imagine nothing but sea and sky and a soft-spoken waiter waiting to hear what you'd like to drink.

It's called the Viking Crown Lounge and only Royal Caribbean has it. Along with something else. Service. The kind of service that makes the food taste better, the entertainment more entertaining and even the sunset more spectacular.

So that even if there was no such thing as a Viking Crown Lounge, a Royal Caribbean cruise would still be better.

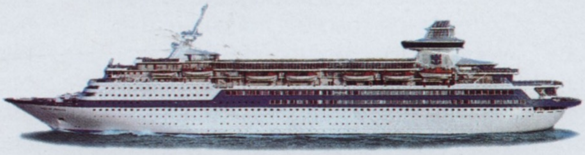
When you're ready for something better, call the Magic Kingdom Club Travel Center for information on 7, 8 and 10 day cruises to Bermuda and the Caribbean.



©Disney

MAGIC KINGDOM
CLUB®
TRAVEL CENTER

For reservations or further information about Royal Caribbean cruises, please call:
800-334-4017
Always include your Chapter number.



ROYAL CARIBBEAN
When you're ready for something better.

Song of Norway, Sun Viking, Nordic Prince, Song of America, Sovereign of the Seas.
Ships of Norwegian and Liberian Registry.

WELCOME TO PLEASURE ISLAND

A New Disney Hot Spot

In an era when television seems to have replaced children's fantasies of discovering pirate's treasure or of traveling the world in search of exciting adventures, and grown-ups are steadily losing the knack of having fun, there's still hope.

That hope comes in the form of a six-nightclub entertainment complex and odyssey of magical and mysterious happenings scheduled to open in early 1989 at Walt Disney World Village. Although bearing the same name as the site of Pinocchio's near-downfall, this Pleasure Island is actually a revolutionary concept in Disney entertainment.

"It's a nighttime adventure, a sort of urban *Stand by Me,* where a group of kids can get together and explore the place," explains Chris Carradine, Vice President of Design Development for Concept and Design at Walt Disney Imagineering. And, it even has its own history!

According to Disney legend, the "abandoned waterfront district" was originally owned by Merriweather Adam Pleasure, a seafaring adventurer who operated Pleasure's Canvas and Sailmaking, Inc., in the late nineteenth century. It was this business which spawned Pleasure Island, a community of adventurers who brought back precious objects from their travels. But when Merriweather, tired of the landlubber life, turned his lucrative business over to his sons to resume his own travels, he was lost at sea. Due to the laziness of Pleasure's two sons, Henry and Stewart, the business fell into bankruptcy, and soon Pleasure Island was little more than a barnacled wreck decaying in a Florida lagoon. The "legend" reaches its happy conclusion when the Disney Imagineers "rediscovered" the island and decided to "reconstruct" it.

All aboard for Pleasure Island, set to debut at Walt Disney World in early 1989!

Besides the six nightclubs, the renovated island encompasses a half-dozen restaurants and snack facilities, 12 shops offering merchandise from around the world, a 10-screen theatre complex, and streetside entertainment. The nightclubs are the *Zephyr Rockin' Roller-Drome, Mannequins, Videopolis, Adventurers Club, The Comedy Warehouse,* and the *Neon Armadillo Music Saloon.*

Carradine describes Pleasure Island as "unmistakably Disney," yet different.

"There is a story to be told, and that's why it's Disney-oriented, but it's not like Disneyland at all—Disneyland and the Magic Kingdom at Walt Disney World have classic stories of the frontier and pirates and storybook legends, which are retold in a new way—but these stories are familiar to everyone. Pleasure Island also has stories to tell, but they're stories that haven't been told before," says Carradine, mysteriously.

"When you go to Pleasure Island, you have to find out the stories while you're there, and that's the adventure. Sometimes people may go to Pleasure Island and won't be able to solve all the mysteries about it. The buildings have clues to tell you about the mysteries, but some of them will be obvious and some won't. It's almost like a scavenger hunt, but instead of treasure you'll be collecting bits and pieces of a mystery story, like someone in a detective novel."

Carradine, who has been involved in the Pleasure Island project longer than most, says that he is still finding out himself what the Island's history is all about. "When you visit Pleasure Island, you won't know if you're one of the characters yourself—because you might become part of the story. *You* become part of the mystery," he adds.

As far as the Island's attractions are concerned, two of the nightclubs are for those over the age of 21: *Mannequins* and *Neon Armadillo Music Saloon. The Comedy Warehouse* and the *Adventurers Club* accommodate children if accompanied by

Chris Carradine (left) points out future wonders of Pleasure Island

The now-solitary Empress Lilly will soon be surrounded by the gaiety of Pleasure Island an adult. The *Zephyr Rockin' RollerDrome* is designed for the whole family, while *Videopolis* is specifically a teen nightclub whose clientele ranges between 12 and 21.

Zephyr Rockin' RollerDrome is a three-tiered confection of music, food and roller-skating. As guests enter at the third level, they pass through the Zephyr Grille, a gourmet burger joint overlooking the balcony below, where dancers and skaters let it all out. Waiters and waitresses sport fashions from the fifties and sixties, while five-to-seven-piece bands blast out the music of the era.

"Probably the most dramatic feature of the RollerDrome," comments John Kavelin, Show Producer for Pleasure Island, "is the deejay in an electronic capsule suspended from a bridge crane. By manipulating levers within his capsule, he is able to move freely among the three levels of the club. He's the club's resident "Character." He announces the music, introduces the bands, and keeps up a running dialogue with the staff and guests."

Getting there: Zephyr Rockin' RollerDrome

Howard Jones, Sr. Project Architect, maps out the plan for the Adventurer's Club

He adds, "Skating happens on a path six feet above the dance floor, and we have two bars for adult guests."

Kavelin describes "Videopolis" as more of "an intimate nightclub for teens." This club features state-of-the-art videos along with a dramatic light show and dancing on a stainless steel floor. A special menu including unique, non-alcoholic drinks rounds out the club's amenities. Right next to the club are seven fully equipped "Superstar Studios" where guests can create and play their own videos and recording tapes.

The Comedy Warehouse has some surprises of its own, too, as Carradine tells us. "This building looks, from the outside, like an old junior high school auditorium. It reminds you of the awful moment when both boys and girls had to march over in their gym clothes and practice square dancing to a scratchy record," he says. "That's the first clue that this building gives you...that that awful and embarrassing moment might just happen again! But when you get inside, it's actually a comedy club." He continues, "Guests surround the stage on three sides, but instead of a stand-up comedian appearing on stage, a host of comedians climb out of the rafters and make the guests part of the act! It's a mental thrill ride."

Equally bizarre antics occur throughout the club all evening, in addition to *The Comedy Warehouse* resident improvisational comedy troupe featuring a changing list of stand-up comics and new vaudevillians.

On an entirely different note, the *Adventurers Club* is described by Kavelin as a turn-of-the-century setting modeled on the elegant, private clubs of days-gone-by, complete with exotically themed rooms. The Mask Room is decorated with animated masks from all over the world, including a couple of characters named "Comedia" and "Tragedia" who conduct a running dialogue between themselves and with the guests. In the Treasure Room, guests feel that they have actually entered an Arabian palace. They are greeted by an eerie face emerging from a lantern that, according to Kavelin, "has to be seen to be believed."

The *Adventurers Club* Library holds two more special effects. Behind the main bar is your standard ship-in-the-bottle. The difference is that this ship not only experiences a raging storm within its tiny world, it then proceeds to lose its main mast and sink below the waves "before your very eyes." Another waterfront dive staple, the destroyed remains of a pipe organ, tells its own gruesome tale. Apparently, years ago, the massive organ plunged through the rotted floor of the loft, "killing" the hapless organist in the process. However, never one to let a little misfortune stand in the way of his passion to play, the now-ghostly organist appears nightly to take requests while magically manipulating keys and pedals.

In the Main Salon, guests encounter a strange creature called the "Nauga" which resembles an antelope assembled out of random chair parts. (As you may have guessed, the "hyde" of this creature

We Love To Fly And It Shows.™

With Flights To Walt Disney World® From Cities All Across The U.S.

You can fly Delta and The Delta Connection® to Orlando from cities all across America.

And you'll enjoy a level of personal service that is the best in the sky. Over the years, Delta has earned a record of satisfied passengers unequalled by any other major U.S. airline, as defined by the U.S. Department of Transportation.

You can fly nonstop to Orlando from New York, Newark, Boston, Philadelphia, Washington/Baltimore, Chicago, Detroit, Hartford/Springfield, Pittsburgh, Cleveland, Cincinnati, Salt Lake City, Atlanta, New Orleans, Dallas/Ft.Worth, Indianapolis, Columbus, OH, Birmingham and Los Angeles. At money-saving fares.

To help you save money after you arrive, the Magic Kingdom Club has a wide selection of affordable vacation packages.

For details or reservations, contact the Magic Kingdom Club Travel Center at (305) 824-2600.

DELTA
The Official Airline Of Walt Disney World®

© 1988 Delta Air Lines, Inc.

Delta Connection flights operate with Delta flight numbers 2000-5999.

is highly valued as furniture covering.) Here, the Nauga's function is to introduce visitors to some of the other animated attractions in the club.

The Main Salon also serves as home for Colonel Crumb, a two-thirds life-size character who blusters from inside a niche at one side of the room. The colonel's harangue is actually a dialogue with "Babs" (short for "Babelonia"), his beloved and his nemesis—a five-foot-tall stone face whose eyes and mouth move.

The *Adventurers Club* is a haven, too, for a host of live characters. These resident tale-weavers appear suddenly out of hidden doors, share stories of their adventures, and then disappear just as mysteriously as they arrived. Among this cast is Madam Zenobia (presumably the granddaughter of old Merriweather himself), who reads palms, tells fortunes and recounts tales of her own adventures.

Shifting back into the dance scene, *Mannequins* is described as a nightclub where stage rigging, lights and catwalks surround both guests and professional dancers as they whirl to the beat on a unique turntable dance floor. Mannequins, live and animated, mingle with the crowd. The club boasts brand-new lighting systems that feature the robot lights used at rock concerts, and its dance floor is surrounded by elaborate stage scenery which can be raised and lowered to the dance level.

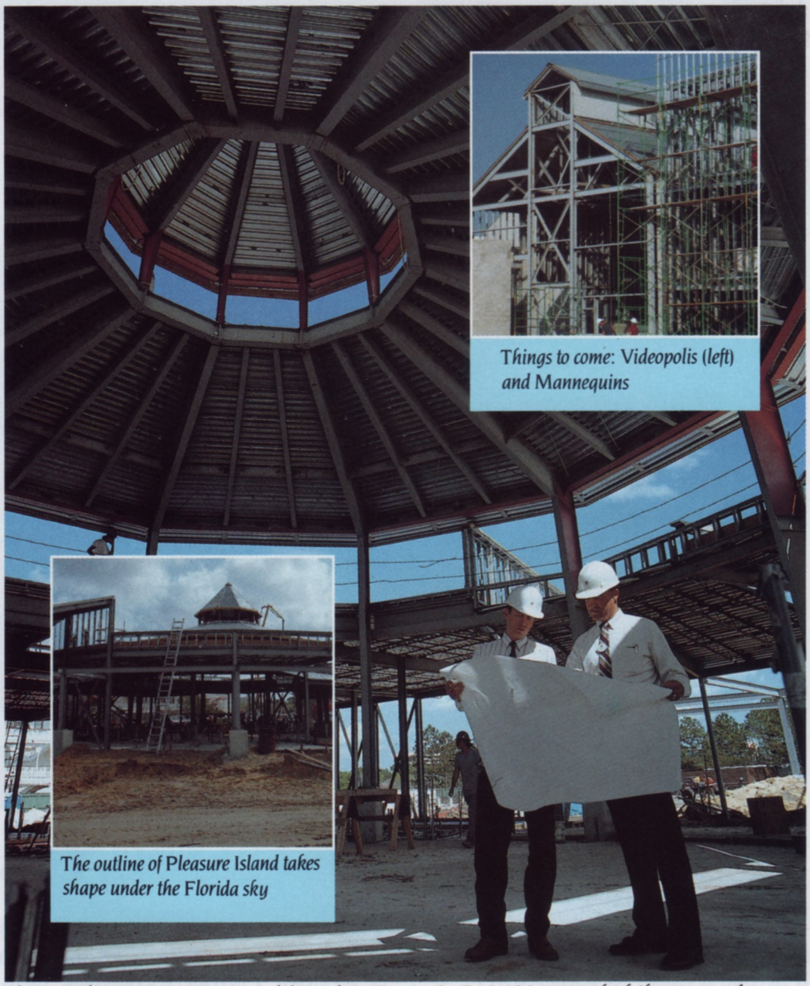
Dancing to a different beat, the *Neon Armadillo Music Saloon* is a country lover's paradise. Here country music is presented in a neon and plant-filled environment reminiscent of the southwest. The focal point of this unique club is a 22-foot-tall artificial cactus with one of its limbs supporting a three-foot-long, blinking—you guessed it—neon armadillo! In addition to the get-down music, entertainment here consists of a talented quartet of singers/dancers.

But Pleasure Island isn't all nightclubs and entertainment. Along Chandlery Row, a plethora of novelty shops offer items such as art jewelry, tableware, unusual poster art, customized clothing and accessories, and, of course, the latest in Disney merchandise and collectibles.

And then there are the dining options. The Levy Restaurants of Chicago is providing two diametrically opposed experiences: the Portobello Yacht Club and the Fireworks Factory. Fine dining at the Portobello includes exciting specialties of Northern Italy, while the more rambunctious Fireworks Factory serves up barbecued ribs and chicken with cornbread and, at the bar, long-necked beers dipped out of large tin buckets. For after dinner (or for those between-meal treats) a dessert shop offers such scrumptious delights as gourmet ice cream, frozen yogurt, candies, cookies and coffee drinks.

Of course, there are no vehicles allowed in this mecca of entertainment. Instead, Pleasure Island will be accessible by means of two footbridges leading from Walt Disney World Village and the recently expanded parking areas. The Island will be open at no cost during the day; however, the clubs will be open only at night—with one admission price allowing access to all clubs, including the Empress Lilly's Baton Rouge Lounge.

"We've done a lot of homework," says Rick Rothschild, Executive Producer, Entertainment Center Projects, Walt Disney Imagineering, "by traveling all over the world to look at different night clubs and complexes. What we've done here is beyond what anyone has ever attempted before. On Pleasure Island, no matter how young you are, you'll have the fun of pretending to be just a bit more grown-up; and adults will finally have the opportunity to *play* at being grown-up." He sums up Pleasure Island succinctly: "If Disneyland is fantasy made real, then this place is reality made *fantastic*!"



Things to come: Videopolis (left) and Mannequins

The outline of Pleasure Island takes shape under the Florida sky

Glenn Mosher, Sr. Project Engineer (left), and Art Brown, Sr. Project Manager, check the progress of Food Frenzy, one of the Island's restaurants

by Lisa Carroll

Photography by Max Navarro

Walt Disney Porcelains and Guidebooks are available at most of the retailers listed below:

ARIZONA
PRESCOTT—Another Rainbow, 602-776-1300

CALIFORNIA
ANAHEIM—Disneyland, To order by phone: 714-999-4216
CAMERON PARK—Musical Moments, 916-677-2221
COSTA MESA—The Disney Store 714-979-2920
ESCONDIDO—Ernst Limited Editions, 1-800-854-2080
GLENDALE—The Disney Store 818-247-0222
HOLLYWOOD—Cartoons & Comics, 213-467-9665
LOS ANGELES—Fantasies Come True, 213-655-2636
MONTROSE—Collectors World, 818-248-9451
ORANGE—Ruann's, 714-637-2662
SAN FRANCISCO—The Disney Store, 415-391-4210
SOLVANG—Wishing Well, 805-688-6261
SUNLAND—Rostand, 818-353-5823
VAN NUYS—Collector's Paradise, 818-785-4080

CONNECTICUT
MYSTIC—R.A. Georgetti & Co., 203-536-2964

FLORIDA
KISSIMMEE—Mickie's Gift Shop, 305-396-1676
LAKE BUENA VISTA—Walt Disney World, 305-824-4718
LAKE BUENA VISTA—Arribas Brothers, 305-828-4840
MIAMI BEACH—Here's Gift, 305-673-1706

LOUISIANA
NEW ORLEANS—The Mouse House, 504-525-5454

MASSACHUSETTS
BOSTON—DiCarlo Furniture, 617-523-7991
PEABODY—Cartoon Corner, 617-535-7054

MINNESOTA
MINNEAPOLIS—The Norman Conquest, 612-340-1176

MISSOURI
ST. CHARLES—First Capital Trading, 314-723-4716

NEVADA
LAS VEGAS—Serendipity, 702-733-0036
RENO—Heirlooms of Tomorrow, 702-789-2444

NEW JERSEY
FORT LEE—Artman Originals, 201-947-1803
TOMS RIVER—Two J's Gift Shop, 201-349-5812

NEW YORK
BRONX—La Galleria International Design, 212-295-0514
BROOKLYN—European Gift, 718-331-7084
ELMONT—Ann Import, 516-872-0220
FLUSHING—T & T Photo, 718-461-0991
JACKSON HEIGHTS—Jackson Gift, 718-572-0121
JACKSON HEIGHTS—Newman Jewelers, 718-429-3413
NEW YORK—Ceramica Gift Gallery, 212-354-9216
YONKERS—Mount Royale, 914-965-0977

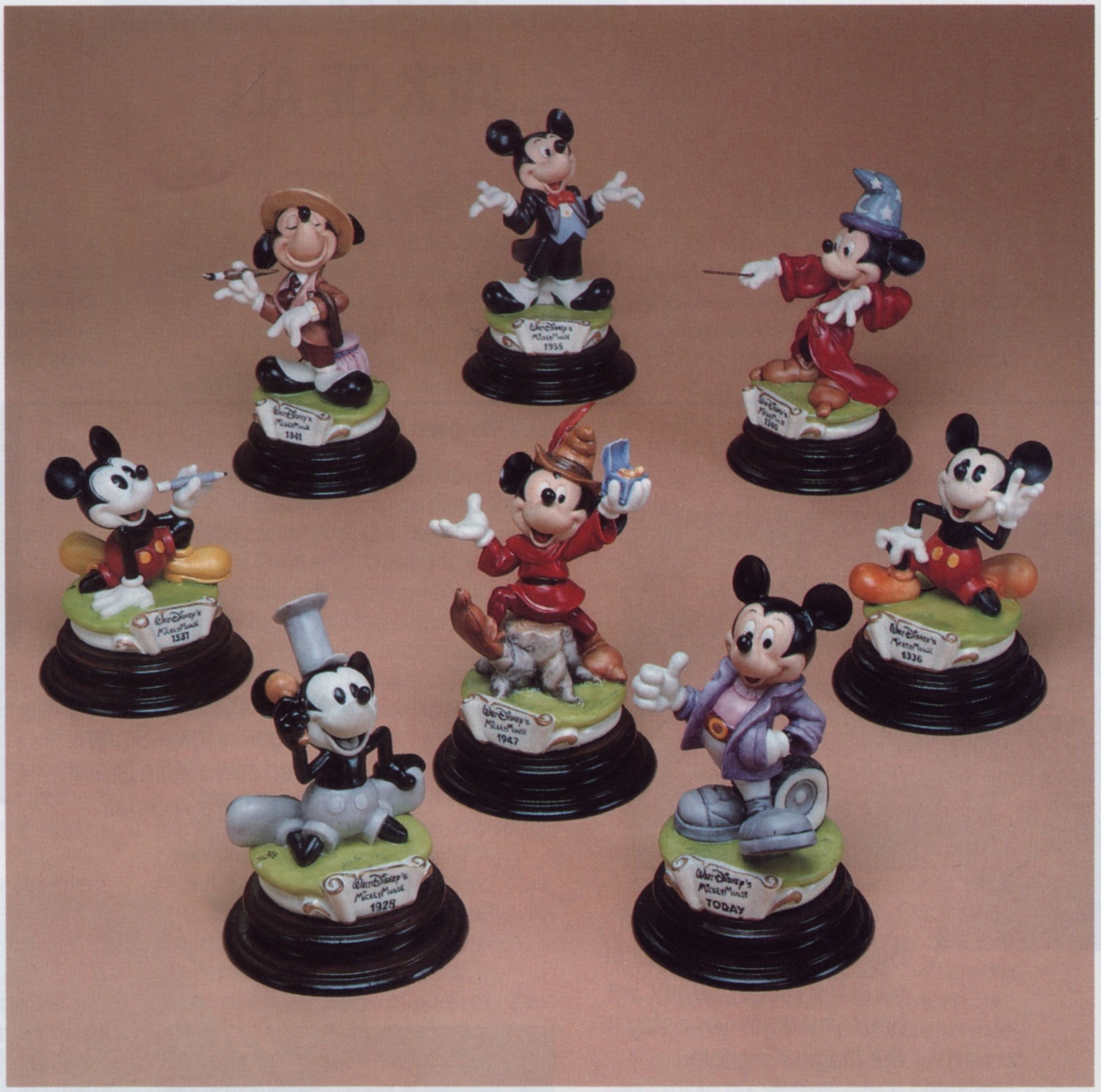
NORTH CAROLINA
GARY—Aggie's, 919-467-5187

OHIO
NEW SPRINGFIELD—Hummel Gift, 216-549-3728

PENNSYLVANIA
PITTSBURGH—Beverly Hills Fine Jewelry, 412-531-7300
ST. MARY'S—The Stackpole Gallery, 814-834-6601
SUBURBAN PHILA.—Cartoon Carnival, 215-566-4343

TEXAS
HOUSTON—Harold E. Starbuck, 713-893-7242

WASHINGTON
SEATTLE—Golden Age Collectables, 206-622-9799



MICKEY THROUGH THE YEARS — Suggested Retail Price each: $210.00
Size 6" to 7½" high x 4½ wide Limited Edition of 5000

60 YEARS OF MAGIC WITH MICKEY

When the world first witnessed the birth of a cartoon mouse, they were filled with nothing more than tired indifference. Today, filled with nothing less than vibrant enthusiasm, the world celebrates that very same character's 60th Birthday! Mickey Mouse, as that lovable mouse has become known to us, has captured our hearts for over half a century. Both, young and old have come to cherish Mickey's entertaining animation through the years, pledging their loyal devotion with every step. To commemorate 60 years of magic with Mickey, the House of Laurenz, under the fine craftsmanship of Enzo Arzenton - a world renowned sculptor - has brought to us a heartwarming line of Mickey Mouse figures. Eight different figures, flawlessly molded in the spirit of true Disney, are designed to highlight Mickey in his various stages of evolution. From cartoon mouse in 1928 to international celebrity in 1988, Mickey has indeed metamorphosed into one of Disney's brighest stars.

Join us in celebrating Mickey - the mouse - the legend. Collect 8 Mickey figures, or start a collection with just one. Mickey Mouse figures - a commemoration of the past and a toast to the future. Here's to you Mickey Mouse.

If you would like to receive a catalog of the entire Disney collection, please mail us a check for $2.00 along with the coupon below. Or, you may visit any of the retailers listed here, and obtain a free catalog by simply giving them this coupon.

Forest Lamps & Gifts, Inc.
728 61st Street, Brooklyn, N.Y. 11220
Telephone (718) 492-0200

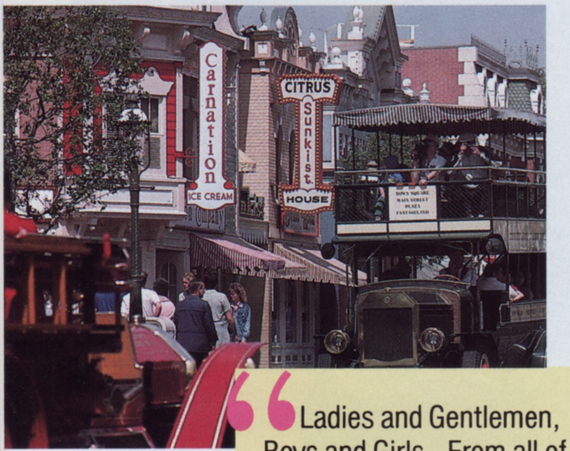
© The Walt Disney Company

FOREST LAMPS & GIFTS, INC. 728 61st Street, Brooklyn, N.Y. 11220
This coupon is good for one *free* Disney sculpture catalog at any of the retailers listed at the left.
Or send $2.00 to cover postage and handling to: Forest Lamps & Gifts (address above) for your copy.

DNSU88
Name ______________________________
Address ______________________________
City ______________ State ______________ Zip ______________

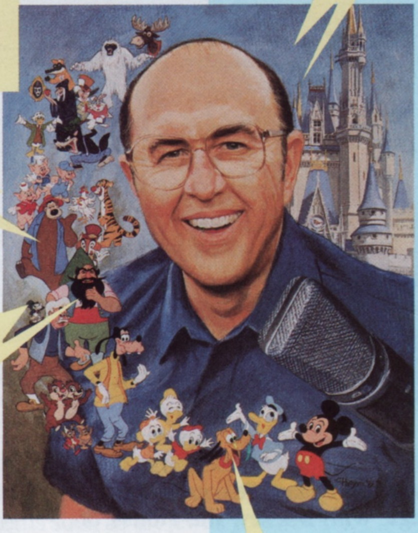
JACK-OF-ALL VOICES VOICES VOICES

Jack Wagner: The Voice of Disney



> "Our 'Happy Easter' parade will begin in Town Square, proceed down Main Street... and out at *It's A Small World*."

> "Ladies and Gentlemen, Boys and Girls...From all of us in the Disney family, we hope you enjoy your stay in the Magic Kingdom..."



> "We now direct your attention to the sky above Sleeping Beauty Castle..."

> "Ladies and Gentlemen, Boys and Girls, in just five minutes the Main Street Electrical Parade."

MAIN
STREET
ELECTRICAL
PARADE

What do Mickey Mouse, the Abominable Snowman, and the Orlando International Airport have in common?

All have benefitted from the vocal talents of Jack Wagner, aka "The Voice of Disney." For almost 18 years, Wagner's cheerful, friendly tone has vocally captured the Disney spirit, whether making announcements at the three Theme Parks and touring ice shows, doing voiceovers for television programs, commercials and audiovisual presentations, or supplying voices for more than 20 characters. He has also produced music and sound for virtually every parade and many live shows at both Disneyland and Walt Disney World, provided background music for all three Parks' themed lands, and produced record albums featuring Theme Park talent.

Wagner's association with Disneyland began in 1955 when, as Los Angeles' number-one-rated disc jockey, he was invited to attend opening day. In the ensuing years he did guest announcing and narration for Christmas parades and other special programs, coming aboard full-time as Production Consultant in 1970, and shortly thereafter being named Park Announcer as well.

"From there, it just kind of snowballed," he says. "Now it seems as if everywhere you go in Disneyland, you hear my voice. It's become sort of like a signature."

That voice sometimes turns up in unexpected places. When the Abominable Snowman took up residence in Disneyland's refurbished *Matterhorn*, for instance, Wagner provided some of its screams. And Florida visitors can hear him on three car radio stations giving directions around Walt Disney World and Orlando's freeways, as well as making announcements at the Orlando International Airport—in both English and Spanish.

Perhaps his most enjoyable assignment is doing character voices, mostly for Theme Park productions, ice shows and award-winning commercials.

"The main voices are Mickey, Donald, Pluto, Ludwig von Drake, Goofy, and Chip and Dale," he says. "Right now, I'm also Doc and the Queen's Magic Mirror in 'Snow White and the Seven Dwarfs on Ice,' and Gepetto, Jiminy Cricket, and Honest John in 'Pinocchio on Ice.' "

Which are his favorites?

"That's hard to say," he answers thoughtfully, "there's Mickey..." and he breaks into a high-pitched "Hi, everybody!" a la everyone's favorite mouse; "...and Goofy..." another familiar voice greets us; "...and Donald," but here, no well-known squawk fills the air. "I have to chew gum for 15 minutes before I do Donald," he reveals. "His voice comes from the cheek," he finally lets out one trademark squawk, "so chewing helps tone up the cheek."

Like any actor, Wagner must prepare before bringing his characters to life. "I'm a perfectionist, which is someone who takes great pains and gives them to others," he says with a grin.. "I can't just turn it on. I listen to the voice, get into character. When I'm doing a voice, sometimes I'll see myself gesturing. Mickey will say 'g'bye, everybody! So long!'—and I'*m* waving!"

Besides providing vocal talent, Wagner does the master tape recording of music and effects for the Parks' shows and parades. His first job as Production Consultant was supplying background music for 40 different themed areas at Walt Disney World and Disneyland.

"In Disneyland, you'd go down Main Street and they'd be playing '70s musical hits like 'Mrs. Robinson,' " he recalls. "So I changed that to turn-of-the-century ragtime music."

Wagner's greatest contribution to the sound of Disney music came in 1972, with the creation of the "Main Street Electrical Parade." It was he who convinced producer Bob Jani that the thousands of sparkling lights should be accompanied by electronic music, rather than the orchestral "Night on Bald Mountain" originally considered. He also located the now familiar theme, "Baroque Hoedown."

"I listened to three or four pieces of electronic music that were in my record collection," he remembers. "When I heard 'Baroque Hoedown,' I said 'This is it!' The melody works terrifically with the improvisations of Disney themes and other musical embellishments."

The man behind the melodies comes by his love of music naturally: his French-born parents were both musicians and his older brother Roger is director of the world-famous Roger Wagner Chorale. Wagner began his own performing career at age four, dubbing American-made movies into French for foreign release. As a teenager he was an M.G.M. contract stock player, and in the 1950s he made 1,244 appearances on television's *The Adventures of Ozzie and Harriet* (but who's counting?). He was also featured on *The Ann Sothern Show*, *Sea Hunt*, *Dragnet*, and other popular series of the decade. Besides being Los Angeles' top-ranked radio personality, Wagner had an interview show, *Hollywood on a Silver Platter*, that was syndicated to more than 1,200 radio stations worldwide.

Nowadays, Wagner's recording is done at his own studio, two miles from Disneyland. The rooms are filled with sophisticated audio and video equipment, and the walls are lined with a memorabilia collector's dream: Theme Park opening day tickets, a golden spike commemorating the *Big Thunder Mountain Railroad* opening, posters, badges, clocks and plaques of appreciation for his years of service. There is also a plaque for "The Voice Behind the Voice"—presented to Wagner's wife of 40 years, Maryalice, who has provided voices for Alice in Wonderland, the Blue Fairy, and others.

Also prominently displayed are police commendations and a red fireman's hat, attesting to his volunteer work on behalf of crime and fire prevention. He is the voice of 25 "talking" police cars used for youth education statewide, and makes special recordings for fire departments.

Wagner's Disney parade experience has stood him in good stead. For the past ten years, he and Maryalice have produced music, voices and sound effects for Festival Artists' Tournament of Roses Parade floats. Other activities through the years have included announcing Super Bowl half-time shows and recording commercials for Robert F. Kennedy's presidential campaign.

Among the many highlights in his long career, one in particular stands out. "One of my jobs in connection with Walt Disney World's opening was to introduce the World Symphony Orchestra, 142 players from 60 countries, involving many languages," he relates. "We greeted them in New York and I asked each one, in English or French, how to pronounce his or her name, which I then both taped and wrote phonetically. At a breakfast attended by Leopold Stokowski, Arthur Fiedler and many other important people, I introduced each musician and then the President of the United Nations Associations.

"Instead of going on with the program, the President said, 'Ladies and Gentlemen, may we please have some recognition for the man who flawlessly pronounced all those exotic names?' I never expected that. I really choked up—it was such a thrill!"

And then there have been some less than stellar moments, he admits. "One day I was riding the *Matterhorn*. The bobsled came around the final bend and stopped. It wasn't quite at the end, but I thought, 'Oh, I'll get out here.' So I lifted my leg over the side—and here comes my pre-recorded voice saying, 'Please do not leave your vehicle. Wait until you come to a complete stop in the station.' I thought, 'Oh no, that's *me*!' I was so embarrassed—I turned bright red and did what 'that voice' told me to do!"

by Libby Slate

■

DISCOVERY

Exploring Nature With

Discovering Our Feathered Friends

Tucked away from the hustle and bustle of Walt Disney World activity is a secluded tropical paradise teeming with exotic wildlife and foliage. Discovery Island is an 11-acre rain forest filled with sweet-smelling flowers, dancing butterflies, billowing greenery, hanging ferns and vines, and trees that canopy its footpaths. Here visitors find dense thickets of bamboo, palm tree lagoons alive with alligators, marmosets, miniature deer and giant rabbits, and Turtle Beach, home to Galapagos tortoises.

Also thriving in the well-protected environment of Discovery Island is an exciting collection of birds. Cranes, flamingos, waterfowl, ducks, toucans, hornbills, pelicans, macaws, cockatoos, parrots, and even a pair of southern bald eagles have all adapted to this perfect home. Strolling along Avian Way, an elevated "birdwalk" that gracefully winds through a one-acre enclosed aviary, guests are treated to a close-up view of rare scarlet ibis, white peacocks and elegant African crowned cranes.

Nesting box for the southern bald eagle

Pink flamingos preen in the pond

Brett's keeping an eye on things

DISCOVERY ISLAND
Brett (left), Mark, and friend find their way around

But, who's watching whom? There are more birds on Discovery Island than people! So what could be a more natural setting for discovering the fun and fascination of bird-watching?

Bird-Watching

All you need to become a bird-watcher is a curious mind, open eyes and ears, and patience. Watching the behavior of birds is one of the most entertaining ways to discover nature. And, as you discover nature, you learn more about human nature as well.

A Birdfeeder as an Invitation

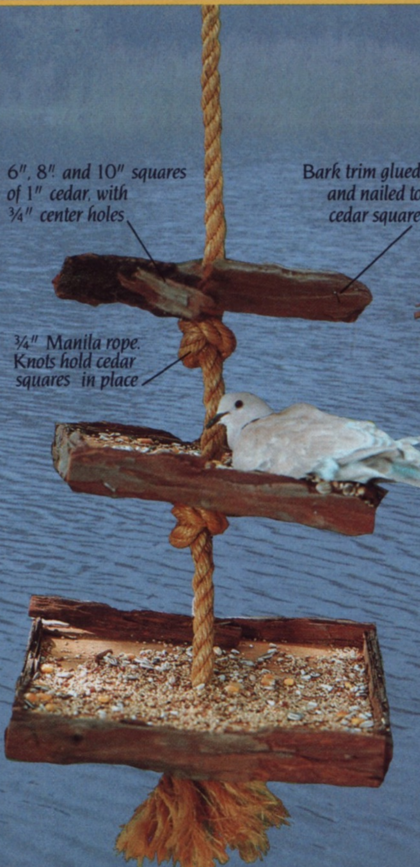
To study birds, you need to entice them to visit you. If you want a yard full of birds, just start feeding them! A feeder can be as simple as a window ledge covered with peanuts, a sunflower seed-filled net bag or, as we built, a hanging-wood feeder.

Endangered scarlet ibis thrive on Discovery Island

Remember, the feeder must be placed in a safe location—away from cats and other predators. Place the feeder near bushes or trees. Birds feel

ISLAND...

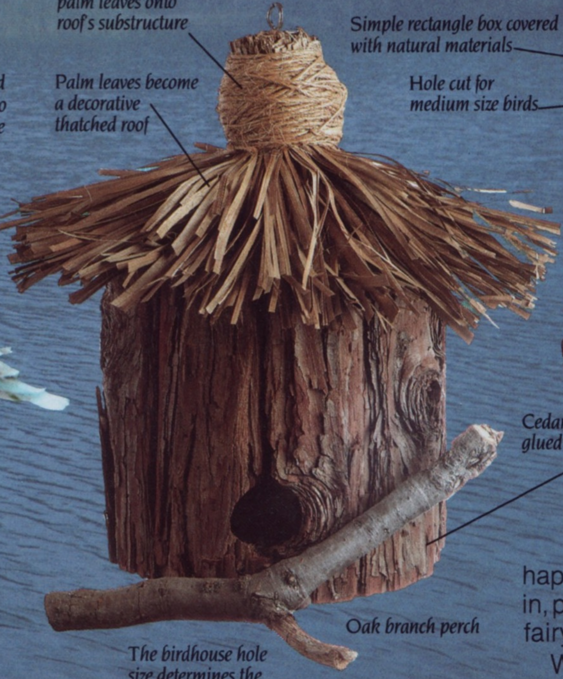
Our Feathered Friends


6", 8" and 10" squares of 1" cedar, with ¾" center holes

Bark trim glued and nailed to cedar square

¾" Manila rope. Knots hold cedar squares in place

Different types of birds prefer different kinds of food

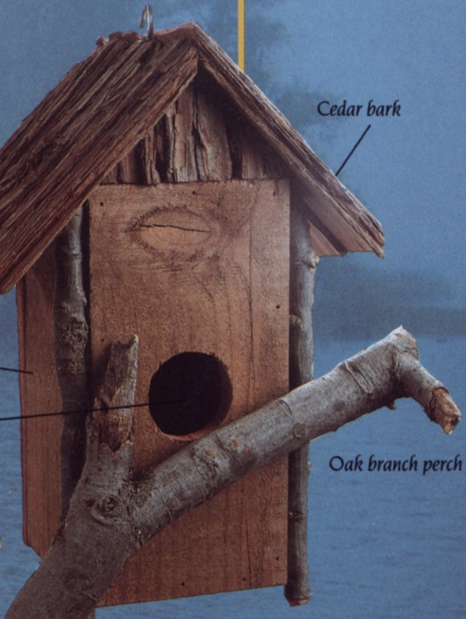

Twine used to hold palm leaves onto roof's substructure

Palm leaves become a decorative thatched roof

Cedar bark nailed and glued to wood disks

Oak branch perch

The birdhouse hole size determines the type and size of bird tenant


Cedar bark

Simple rectangle box covered with natural materials

Hole cut for medium size birds

Oak branch perch

safer if they can hide quickly.

The best times of year for feeding birds are winter and early spring. In winter, birds may begin to depend on the food you put out, so it's best not to stop feeding until late spring when there will again be plenty of natural food available.

Be sure to keep track of your discoveries

Making Your Guests Feel at Home

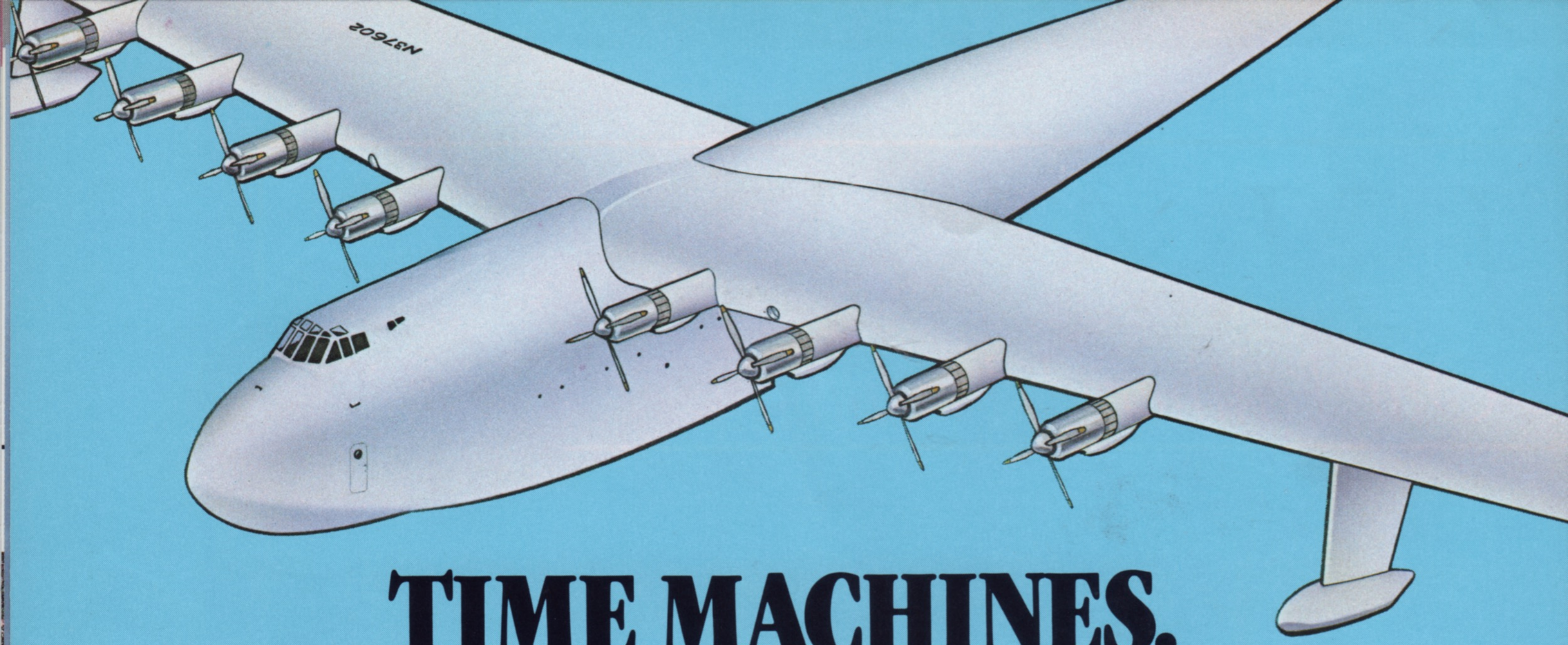
Springtime, when birds get busy preparing their nests, is a particularly special time to observe their activity. Look for birds carrying bits of twigs and grass. See if you can follow their flight to their nest—but don't get too close! If they become agitated or frightened, birds will abandon their nests and any eggs they may have already laid.

Each year, more and more birds are finding it difficult to find safe, secure nesting sites— both in rural areas and in cities. You can help by creating a nesting box for your local birds. Our nesting boxes are made from rough cedar wood covered with a variety of natural materials. It's fun to make these boxes as natural-looking as possible. Who knows? If a bird doesn't happen to move in, perhaps a fairy or troll will!

Look, but don't touch!

When placing your nesting box in your garden, face the box away from direct sunlight, wind, and other types of extreme weather. It can be fixed to or hung from a tree, fence, or even the side of the house. Nesting boxes must be placed in a safe location—away from the reach of curious (and hungry) cats. Put the box in place well before spring so that birds can get used to it. It might even take one full season before any birds feel comfortable enough to move in.

Produced and photographed by Dawn and Max Navarro



TIME MACHINES.

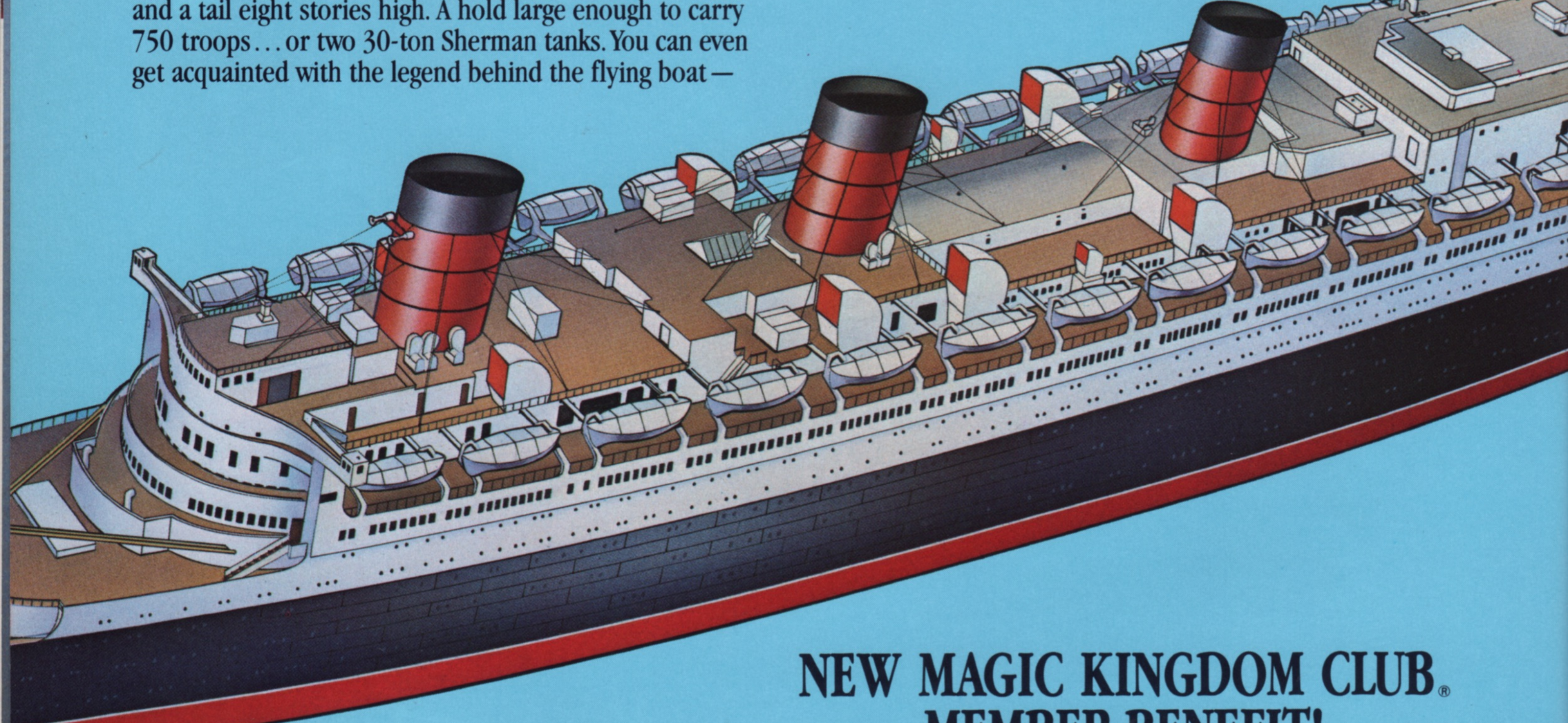
There's nothing like the real thing. And this is it. Built when big thinkers really thought big, the Queen Mary and Spruce Goose offer a unique opportunity for you to step back in time.

You and your family can have the run of the ship. Examine her bridge, wheelhouse and engine room. Peer into stateroom after dining room after drawing room of art deco splendor. Inspect her wartime barracks and mess halls.

The plane boasts a wingspan longer than a football field and a tail eight stories high. A hold large enough to carry 750 troops... or two 30-ton Sherman tanks. You can even get acquainted with the legend behind the flying boat—Howard Hughes. We've preserved his aeronautical designs, clips from his early motion picture productions, even his well-worn flight togs and fedora. It's all conveniently located under the biggest free-span geodesic dome in the world.

Dine with us. Casual to elegant. Shop. And if you like, stay the night in one of the Hotel Queen Mary's authentic, luxurious staterooms.

Include the Queen Mary and Spruce Goose in your plans right now. There's no time like the present.



NEW MAGIC KINGDOM CLUB® MEMBER BENEFIT!

Members are now entitled to a 10% savings on admission to the Queen Mary & Spruce Goose attractions. To receive this discount for your entire party, present your Magic Kingdom Club Membership Card at any ticket window during regular operating hours. (Cannot be combined with any other offer.)

Located at the Waterfront in Long Beach, California. Open daily 10 am to 6 pm. Rain or shine. (Box office open until 4 pm.) Just take the Long Beach Freeway (710) south and follow the signs to the Queen Mary. For more information, call (213) 435-3511, Ext. 1050.

The Queen Mary & Spruce Goose®
A Big Time In History.

Wrather Port Properties, Ltd. © 1988

RUSTLE UP A RANCH-STYLE COOK-OUT

Summertime, and the living is outdoors—especially around suppertime! Nothing—but *nothing*—says summer like an old-fashioned cook-out. And at Big Thunder Ranch Restaurant (hosted by Beatrice/Hunt Wesson) at Disneyland, it's summer all year long, with the most taste-tempting barbecue this side of the Rio Grande.

Guests coming to the Ranch for lunch or dinner are served from a line of covered wagons, and dine amid the pines on split-log tables. The fare here is hearty, wholesome and homemade—Disney-style, with the loving attention of Disneyland Executive Chef Tony Bodner.

"We do just about everything right here on the Ranch," Bodner explains, proudly pointing out the huge smoking ovens that line the kitchen. "We serve pork and beef ribs, chicken, and we recently added a hot barbecue beef sandwich to our lunch menu. All our meat is first seasoned with a mix of 14 spices and herbs—our own secret recipe—then smoked over hickory logs for approximately 2½ to 3½ hours before being basted with Hunt's barbecue sauce."

Since its debut in December, 1986, Big Thunder Ranch Restaurant has been tremendously popular with Disneyland guests. The smokehouse ovens hold up to 300 pounds of meat each, and work to capacity most days. In addition to the main course, the Ranch meal includes barbecue beans, old-fashioned cole slaw, corn-on-the-cob, and cornbread served with honey butter—another Disneyland original.

Although Bodner couldn't be talked into revealing his secret barbecue seasoning recipe, he *was* willing to divulge the Disneyland Bakery's cornbread recipe. Try it out this summer as a extra treat for a Saturday barbecue.

Cornbread

½ cup vegetable oil
1 cup sugar
2 eggs
2½ cups water
2½ cups all-purpose flour
1 cup pastry flour
½ cup powdered milk
2 tablespoons baking powder
1 tablespoon salt
1 tablespoon vanilla
1 cup yellow cornmeal

Preheat oven to 400°F. Grease 9 x13-inch baking pan. Set aside.

In large bowl blend together oil, sugar and eggs for two minutes.

Add 2 cups of the water and mix until blended with sugar mixture. Add flours, powdered milk, baking powder, salt and vanilla. Mix ten minutes at low speed.

Add remaining ½ cup water and cornmeal. Mix five minutes more.

Pour mixture into prepared pan.

Bake 40 to 50 minutes, or until golden brown and tester comes out clean.

Makes 12 servings.

LIGHT UP THE NIGHT

Disney Fireworks Spectaculars

Exciting bright-light spectaculars have become such a Disney tradition that we can hardly visualize the famous castle without streaming fireworks lighting the night sky around it, or Main Street without its architecture outlined in brilliance.

It's no accident that Disney maintains such a strong association with illumination. The Parks are leaders in the field—quick to incorporate new lighting technologies, using some of the most advanced computerized technology available to produce the shows, and employing a staff of highly experienced theatrical and pyrotechnical experts. Disney is today the largest purchaser of fireworks in the world, buying from many U.S. manufacturers and importing from places such as Japan, Germany, China, Taiwan, France, Australia, Brazil, England, Korea, and Canada in order to get just the right fireworks for the desired effects.

But it wasn't always this high-tech, remembers Mickey Aronson, the man who performed the first fireworks display at Disneyland and who, after almost 32 years, still does them today. He says Walt Disney decided in 1956 that he wanted fireworks at the Park, and the company that employed Aronson was the first to be hired for the job.

"We used to improvise the show as we went along," laughs Aronson, who is now an employee of Disneyland, "doing our own fireworks choreography to match the music by lighting the more exciting fireworks during peaks in the song, and everything else in between. We would stand right next to the guns as they went off, using flares to light the fireworks one right after the other. After a few years, our coveralls and jackets were covered with burnholes, but the show was as exciting for us as it was to the Park visitors. Even Walt would come out back once in a while to watch."

Except for minor variations, Aronson says manufacturing fireworks hasn't changed much over the years.

Just what makes fireworks work?

Explained simply, after a lifting charge takes the shell into the air, gunpowder is ignited with time-released fuses. The particular pattern of each explosive is determined by compressed gunpowder called a "round" or "cut" star. The round star creates a symmetrical pattern such as the "willow" effect; the cut star results in the non-symmetrical color stream. We see different colors because the manufacturers have rolled the stars in chemicals, such as copper. Multi-colored fireworks—those in which we see one color followed quickly by another—are made by rolling the stars in different chemical layers. The outside chemicals are on a shorter fuse and will burn first; subsequent colors follow after longer time-released fuses are ignited.

The fireworks may have remained the same but, according to Aronson, "the way we fire them today is nothing like the old days. We kept improving the method until it was all electronic."

The production of all of today's Disney fireworks displays, including the "Fantasy in the Sky" evening show at both Disneyland and the Magic Kingdom at Walt Disney World, is all computer-operated, allowing Aronson to leave the old burnhole jacket behind. He and an assistant now place the fireworks in the guns, plug wires into electrical connections and run a computer test mode to be sure all connections are safe and solid. After all tests give the green light, they sound an all-points check-in on the networked communications system to be sure everyone involved in the show is in place, including fire department officials. They give a two-minute warning, then the computer takes over the show. A computer tape gives the countdown, strikes up the music, and transmits precisely timed electrical impulses to the guns to charge electrical matches which in turn send the fireworks to their destinies. Aronson monitors the production for safety and quality control, but leaves the details to the system.

Mickey Aronson: "Even Walt would watch..."

Although most of the shows are now designed from Walt Disney World, Aronson and other Disney supervision continue to design shows for special occasions, such as 1987's Fourth of July and New Year's Eve spectaculars.

"The New Year's Eve (1988) show was great," remembers Charles Bollenberg, manager of Orange Hill Restaurant in Orange, California. And Bollenberg should know—his restaurant, which sits high on a hill about 10 miles from Disneyland, claims that 50% of its business on the Fourth of July is comprised of people who want a bird's-eye view of

World Showcase in Epcot Center

At Walt Disney World, showers of light color the night sky

"IllumiNations," *working its magic on Germany in World Showcase, is "...only the beginning..."*

the Disney fireworks show.

"It brings out the kid in me," confesses Bollenberg, also admitting that he stops work to watch the show as often as he can, and always points it out to his customers.

Bollenberg gets a nightly view of the current "Fantasy in the Sky" show at Disneyland, which was designed in Florida for both Parks.

"The last time we designed a show from scratch," says Bernie Durgin, Fireworks Coordinator at Walt Disney World, "someone had a new idea—a theme, music to go with it, and the type of effect he wanted. Show directors and creators then sent us to the drawing board to see if we could do it."

The drawing board for pyrotechnicians at Walt Disney World is a story board—an outline method using a series of pictures, each representing a time segment and pinned in sequence on a board.

"First, we go through the segments and study the dynamics of the music," explains Durgin. "Music has moods—feelings—and we learn to sense them. We then look at our palate of fireworks, and start trying them out in our mind's eye. For patriotic songs, for instance, we suggested red, white and blue shells at the high point in the music. Is it a fun song—like "Zip-a-dee Doo Dah"?—then let's put in whistles to accentuate the spirit."

Durgin says they place fireworks for the "big" effects first, then fill in the rest of the song with smaller fireworks.

"But we have to be sure to space our big effect shells carefully, because we may take the spotlight away from the finale."

Designing fireworks so that they are timed to music requires a lot of expertise in the field of pyrotechnics. Technicians must know the fireworks well, taking into consideration different lift times and different burn times—each only seconds long. Different sizes and intensities are also pieces of the puzzle, so the team tests new shells year-round, classifying them as primary (big effect) or filler, and determining which work well together to create layers.

Storyboarding is the first step in creating a new show

Although fireworks are intrinsic in Disney magic other forms of lighting are emerging as new traditions. At Walt Disney World, the popular Electrical Water Pageant has spawned a number of sequels, including the new "IllumiNations" show which premiered January 30th.

"We were running a show called Laserphonic Fantasy on special occasions," explains Tom Craven, Manager of Show Productions for Creative Entertainment, "but it became so popular we started running it on Saturday and Sunday nights, too."

When it came time to design a new show for 1988, they decided to use the laser technology of Laserphonic Fantasy and expand the attraction, adding other technologies as well.

In California, Durgin found one of the effects that eventually became a focal point of the new show.

"There was a company that had developed a way to change the appearance of a fifties-style building into a medieval castle by using projectors, and we loved the idea. We experimented on some of the buildings at EPCOT Center in April (1987) and decided to incorporate it into the new show."

"IllumiNations"—a 14-minute tribute to the different nations of the world—uses lasers, high intensity neon lights, spotlights and floodlights, fountains, fireworks and projected screen images to create a show which is, as one observer put it, "revolutionary."

"We use the projected image technology in a variety of ways," explains Craven. "The Bavarian Castle of Germany turns into a gingerbread house, and the Canadian Chateau is suddenly a huge maple leaf, or a stand of Canadian fir trees. Another building turns into an old-style toy shop. It's truly remarkable."

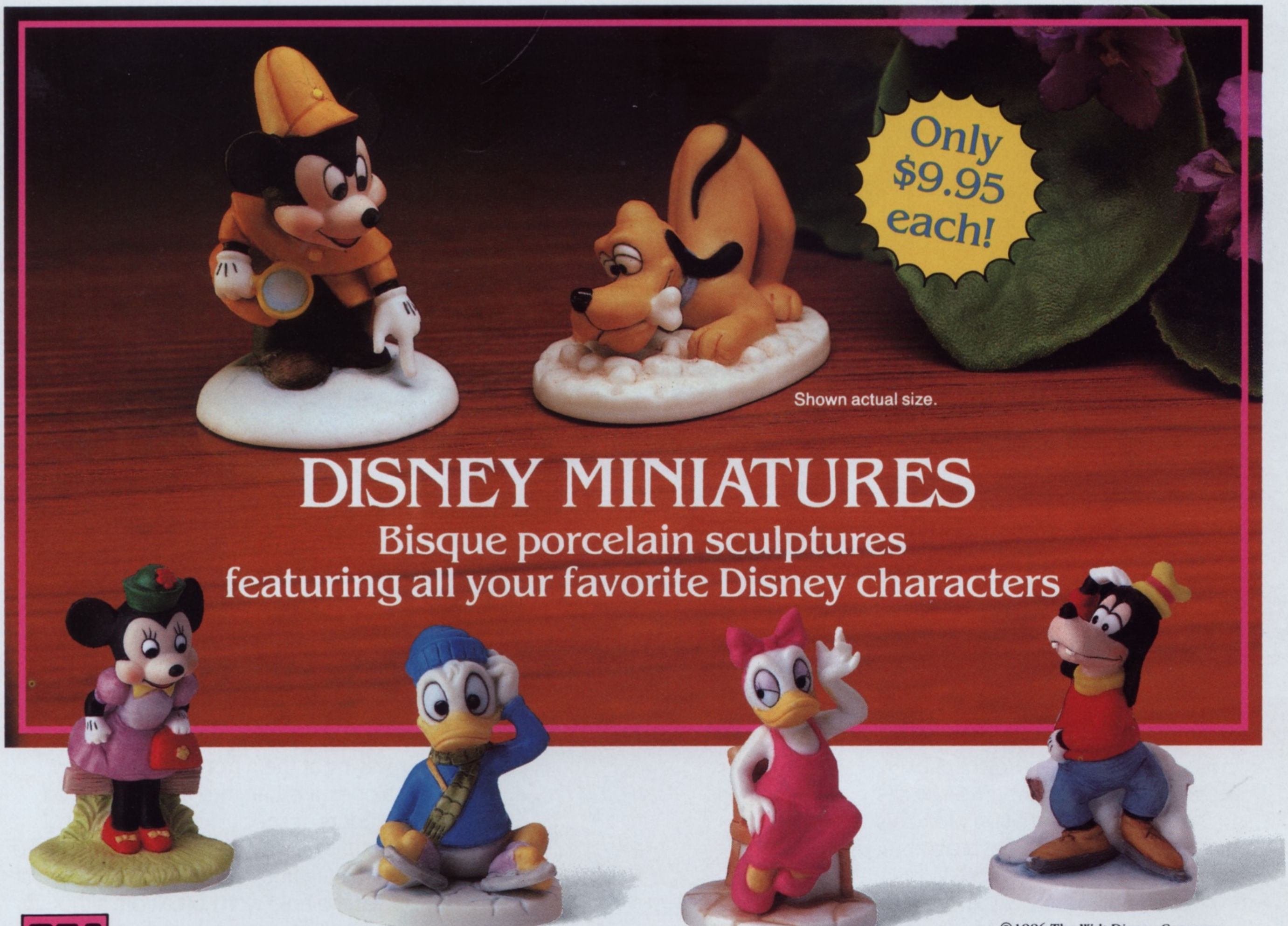
They believe they are onto something big—that "IllumiNations" will be the groundwork for new shows at the other Disney Parks around the world. "It will continue to grow here," predicts Durgin, who worked on the show for more than a year before the premiere, "but it's only the beginning. The audience loves the new shows, and it's great to hear their encouraging comments because we technicians are our own worst critics."

Pyrotechnicians are the masterminds behind the shows but, as Mickey Aronson points out, they remain mostly anonymous.

"It's fun when we *are* recognized, like when employees come back to tell us what a great show it was. But it's a true labor of love."

And he means it. After 31 years of shooting 200 fireworks a night for 90-night stretches, Aronson figures he must hold the world record. "But I still go down every night—even when I'm not being paid for it. Even after all these years, I love the Company...and I have a good time, too!"

by Denise Harrison



Shown actual size.

DISNEY MINIATURES

Bisque porcelain sculptures featuring all your favorite Disney characters

©1986 The Walt Disney Company

Welcome to the magical kingdom of the Disney Miniature Collectors Club . . . a delightful fantasy world populated by all the best-loved Disney characters. Here's a collection that portrays each figure with the charm and personality that have captured the hearts of millions.

The first series of its kind from The Disney Collection, these captivating miniatures are officially authorized by The Walt Disney Company. You won't find them in any stores or catalogs. They are available only to Club members . . . at the remarkable price of just $9.95 each!

Each appealing little character sparkles with life

See how the characters come to life as three-dimensional sculptures! They're all unique, caught in those wacky, wonderful poses that make them so appealing. Mickey Mouse is decked out like Sherlock Holmes, diligently searching for clues. Daisy Duck is dressed for a big date, while Donald has learned an important lesson of science — ice is hard on tail feathers!

Crafted of fine bisque porcelain and individually painted by hand

Beautifully made with strict attention to detail, these miniatures reflect Disney's exacting standards. They are a tribute to the imagination and artistry of skilled porcelain craftsmen . . . and of the artists who lovingly and painstakingly painted each little figure by hand. Just look at the richness of the colors, each one individually hand-painted from a wide palette of ceramic hues. Every minute detail is perfect, right down to the flower on Minnie Mouse's hat!

Custom-designed display

Show off your Disney miniatures on a handsome display stand custom-designed for this collection. Attractive and affordably priced, it will be made available to members as an optional purchase (no obligation, of course).

An exceptional value at only $9.95 each

These unique and colorful porcelain bisque miniatures are remarkably priced at under $10 each! And the same low price is guaranteed for the entire collection.

Join in the fun of The Disney Miniature Collectors Club today. All you have to do is return the reservation application. Your miniature sculptures will be sent at the rate of one per month, and you'll be billed with each shipment. Or, you may charge your purchase to your credit card. Of course, your satisfaction is guaranteed. If you are not pleased with any sculpture, you may return it within 14 days for a prompt replacement or refund.

THE DISNEY COLLECTION
A SERVICE OF GROLIER ENTERPRISES

Membership Application

THE DISNEY MINIATURE COLLECTORS CLUB

Please enroll me as a member of The Disney Miniature Collectors Club and send me my first miniature sculpture. I need send no money now. I will be billed upon shipment for $11.45* ($9.95 plus $1.50 shipping and handling). Or, I may choose to charge my credit card, as indicated. If I am not completely satisfied, I may return the sculpture within 14 days at your expense, and owe nothing.

I further understand that future sculptures will be shipped at the rate of one per month, and the price of $9.95* (plus shipping and handling) is guaranteed for the entire collection. I may cancel my membership at any time by following the instructions on the invoice accompanying my shipment. 50800

*Sales tax is extra in NY and CT.

CLIP AND MAIL TO:

THE DISNEY COLLECTION
A Service of Grolier Enterprises
P.O. Box 1797, Sherman Turnpike
Danbury, CT 06816

☐ Bill me. ☐ Please charge each sculpture, upon shipment, to my:

☐ VISA ☐ MasterCard ☐ Diner's Club

Acct. # ______________________ Expires ________ Month/Year

Signature ______________________

Name ______________________ Please Print Clearly

Address ______________________

City ____________ State ________ Zip ________

Please allow 6 to 8 weeks for delivery

JHS

"BECAUSE IT'S *THERE*"

Climbing the Matterhorn

The Italian face, the Martian pinnacles and the buckets are smack in the middle of Disneyland. Everyone can see them, but not everyone knows where to look. They won't be marked on a map of the Park, and the friendly folks at the information booths may not even know where to point. But ask a Disneyland rock climber and you'll get a straight answer.

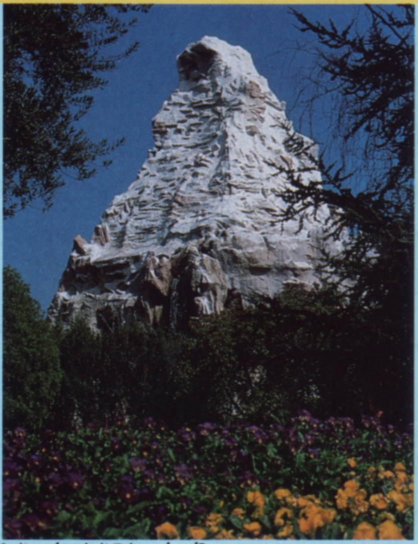
A Disneyland rock climber? Yes, that's right. Among the 300 or so Cast Members in the Character Department are a handful of mountaineers. These folks don't just dress like climbers, they're the real thing! Their briefcases are backpacks and their office is, you guessed it, on the slopes of the mighty Matterhorn.

As far as mountains go, the one that towers over Tomorrowland is a good replica of the one that overshadows Zermatt, Switzerland. At 147 feet tall, the Disney version is 1/100th the size of the awe-inspiring summit straddling the Italian-Swiss border, whose giant pyramid-shaped peak has a magnetism about it which lures thousands to it each year. Some go to climb its snowy flanks. Most travel to Zermatt simply to capture the mountain and bring it home on film.

Walt Disney wasn't content to simply have a photo of the Matterhorn, so he had a scale model of it built in his Park. Evidently the mountain guides in Switzerland were content to stay where they were, but a Matterhorn without climbers somehow just isn't the same.

To make the picture complete, Disneyland began hiring local climbers to scale its Matterhorn. The current program is managed by Jimmie Payton. His background as a backpacker and wilderness skills instructor helps him to know how to handle the ups and downs encountered by his team.

The people who make up the climbing team are all climbers in "real" life, too.



Is it real or is it Disneyland?

They come from a variety of backgrounds, but share the love of climbing. To be hired by Disneyland, each aspiring mountaineer must have several years of climbing experience. In fact, part of the job interview is to climb with one of the team members to show that they know the ropes.

The climbers work year-round, although in the fall, winter and spring they only climb on the weekends. Some of the climbers work the whole year, while others only climb for Disneyland during holidays and the summer.

Debbiy Gilchrist, 28, of Costa Mesa, California, has climbed for Disneyland for about three years now. That makes her the senior member of the team, as well as the only woman on the mountain. Gilchrist teaches fifth grade during the school year, climbing only on the weekends, but she climbs in the Park full-time during the summer season.

Gilchrist started climbing about eight years ago in the Grand Tetons in Wyoming. Since then she has climbed in Australia, England, Canada, Colorado and throughout California. But she comments, "The actual mountain (the Disneyland Matterhorn) is different than anything I've been on."

In most rock climbing areas the cliffs will have a combination of cracks and smooth-looking sections. When climbing on an unbroken slab the climber has to find small bumps and depressions for hand and footholds. This is called "face climbing," and is the type of climbing done on the Park's Matterhorn.

Many guests, seeing the climbers waving at them from atop those icy slopes, assume they are standing on ladders or special footholds. Not so! Actually, it's more likely they're perched on a matchbox size foothold. They trust that the hold won't break off, although, in "real" life, holds don't always hold.

"Every once in a while I'll look down and think, 'Boy, I'm really putting a lot of trust in this equipment,' " Robert Stradley says. "You'll give the rope to your partner and have complete trust that he or she will do the correct thing with it."

Stradley, 24, has been climbing for 14 years. He plans to make a career of outdoor recreation, in the area of camp administration. "This job is helpful in that," he notes, "every day seems to have a new twist to it."

Although as part of the Disneyland show, the climbers wear the traditional garb of Swiss mountain guides, their equipment is strictly state-of-the-art. Special shoes with sticky rubber soles, lightweight harnesses, and abrasion-resistant ropes that you could use to lift a VW are some of the key items.

Some folks think that the climbers use ropes to climb on. Actually, the ropes are used to keep the climbers from taking a long fall. A typical scenario: Gilchrist, (the first climber) ascends with one end of the rope tied to her harness. When she reaches an anchor in the rock, she clips the rope through it with a carabiner, an oval-shaped snap-link. Made of a special alloy, carabiners are very strong,

The original Matterhorn towers over Zermatt, Switzerland

yet lightweight.

As she climbs on, the second climber (Stradley) feeds the rope out through a friction device called a belay plate. If Gilchrist should happen to fall, the belayer (Stradley) can hold the rope taut. This means that Gilchrist will only fall double the distance she was past the last anchor. This may not be a pleasant experience, but it beats falling all the way to the ground!

The anchors on the Matterhorn are stanchions that run through the concrete, attaching to the actual framework of the mountain. Just how strong are they? According to Scott Hendricks, "You could hang a car off those anchors."

Hendricks, 19, lives in Fullerton, and has been climbing for 10 years. He agrees with Gilchrist that the Matterhorn provides a different climbing experience.

"There's a lot of noise up there," he says. "...howling (from the Abominable Snowman), screaming (from the bobsled passengers), winds—but the only time you really notice it is when it stops."

Mike Lowe is one of the Disneyland climbers who is gaining notice by more than just the Park guests. Nicknamed "Spider," Lowe is one of the hottest young climbers in the country. He, too, is from Fullerton, but attends college in Boulder, Colorado.

"Climbing is pretty much my life," Lowe says, adding, "I'd like to be at the cutting edge of the sport."

The "cutting edge" of rock climbing means doing climbs that are rated 5.13 or 5.14. Those numbers represent the top of a scale that ranges down to 5.1 Lowe has done climbs at the 5.13 level, placing him among the elite in the climbing world. Why, then, does he climb at Disneyland, where the routes are fairly moderate?

"I'm not here just to climb," he answers, "but more because of the people I work with."

Robert Stradley echoed what seems to be a team sentiment, "We're kind of a separate, close-knit group of people, more so, even, than a lot of other people who work in the Park." This is not unusual, considering that each team member literally entrusts his (and her) life to the others each time they ascend the mountain.

Jimmie Payton summed up the feeling of the group, "Our job is a chance to get together, do something that's fun, our hobby, and get paid for it. Of course we have job obligations, but who doesn't? We feel privileged to work with each other...and at Disneyland!"

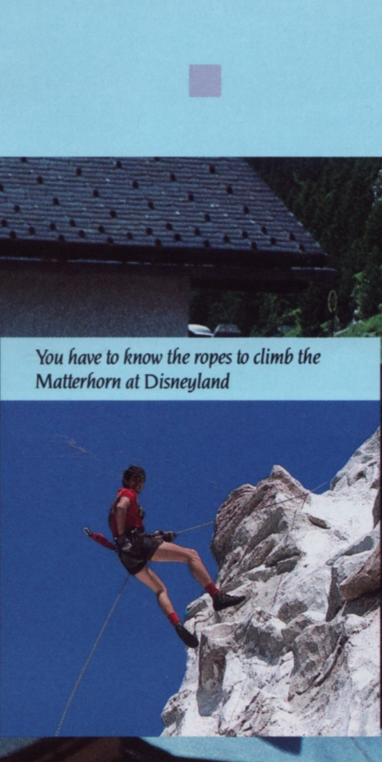
Rock climbing is an exciting sport. The folks who climb for the Park make it look easy, as well. But, remember, they are professionals with years of experience. If you'd like to get in on the action, call your local climbing shop to find out about lessons. Climbing isn't something to be tried out on your own.

Are you still wondering where the Martian pinnacles are? Ask the people in the red shirts and lederhosen (leather knickers). They stay on top of the lofty world within the Magic Kingdom.

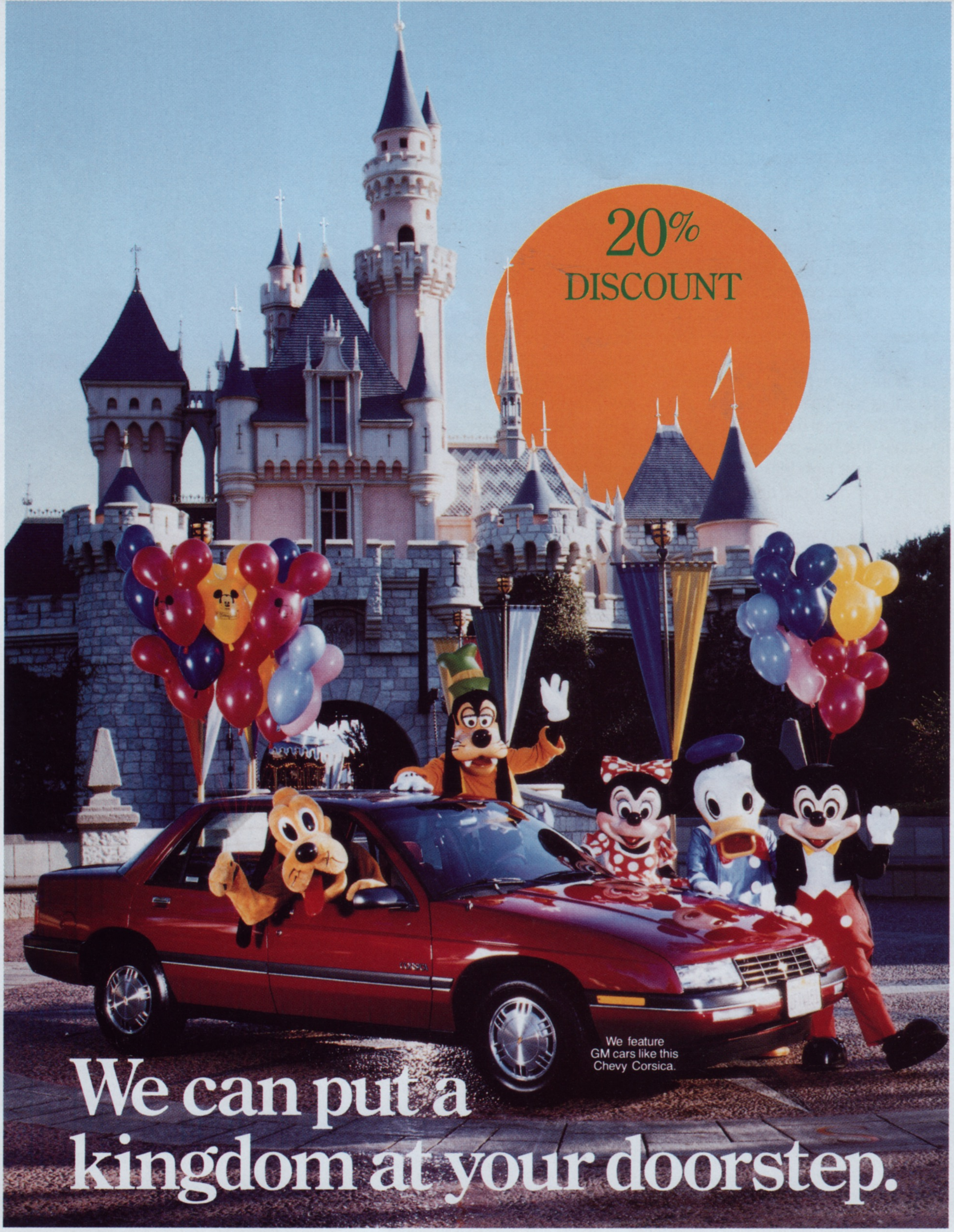
by Lance Machovsky

Debbiy Gilchrist: a climber in "real life," too

You have to know the ropes to climb the Matterhorn at Disneyland



With teamwork, Scott Hendricks (left) and Frank Nosalek make it to the top


20% DISCOUNT
We feature GM cars like this Chevy Corsica.
We can put a kingdom at your doorstep.

Traveling for business or pleasure? Now enjoy carefree convenience and money-saving prices at National Car Rental in this *special offer, exclusively for Magic Kingdom Club members.*

Just show your Magic Kingdom Club card at the time of rental and you'll now receive a *20% discount* off National's Business Rates. Plus, save *10%* on weekend, holiday and weekly rates… rates that are rarely discounted.

Of course you'll also receive fast, friendly service and a well-maintained rental car in whatever size or style you need.

So treat yourself to National attention… at a great Magic Kingdom Club price.

National Car Rental℠

The official car rental company of Walt Disney World® & Disneyland®

Disney Art of Gardening

Picturesque Palms

Clift Date Palm

Sixth in a series on Horticultural Magic

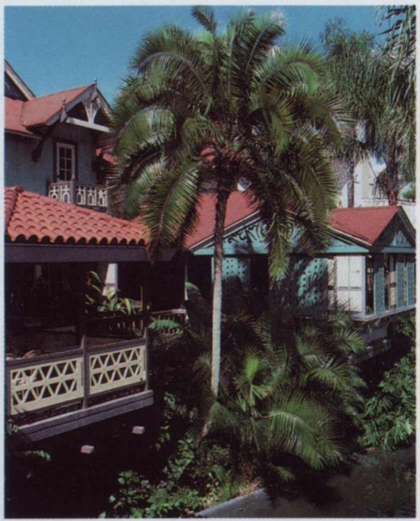
by Dawn Navarro

No other tree so quickly defines a region of lush growth, sunshine, beaches and beautiful, balmy weather as the picturesque palm tree. Whether outlining a brilliant blue sky or silhouetted by a glowing sunset, the graceful form of the palm serves as a magnificent tribute to nature's glories.

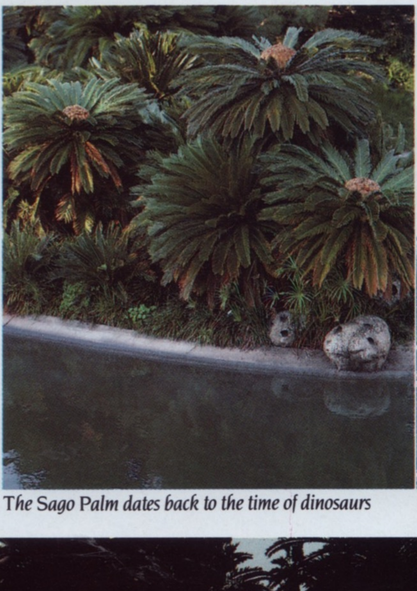
It is this tropical image that is anticipated by every visitor to Florida and California, and yet, neither state is actually tropical; in fact, both are classified as subtropical. Although there are twelve types of native palm trees found in the United States, half of these, such as the coconut and royal palms, must have warmth to survive. They can be devastated by the untropical cold that occurs in many regions of Florida and California. Therefore, the palms that grace the grounds of many hotels—and even the Disney Parks—are often the result of deliberate planning and attentive maintenance by enthusiastic horticulturists striving to achieve the ultimate tropical image.

The world's fascination with palms is by no means new. Palm collecting has been a popular adventure since the mid-eighteenth century when intrepid botanist-explorers searched the world for new varieties. Adding to the popularity of collecting, during the nineteenth century palms were introduced as exotic interior decorations. Today, architects use palms to create dramatic effects against towering structures, and palms of every size and shape accent gardens large and small. It's only natural, then, that palms are so widely used by the Disney Horticulture Departments to enrich the vast variety of gardens throughout the Disney Parks.

"We try to use as many varieties as we can find," says Katy Warner, Manager of the Walt Disney World Horticulture Department. "Palms are abundant in Tomorrowland, Adventureland, all around Epcot Center, the grounds of the Polynesian Resort, indoor planters and gardens, and along highways throughout the property. We use the hardy native types in abundance, and the more exotic palms in places protected from harsh



Entrance to Adventureland

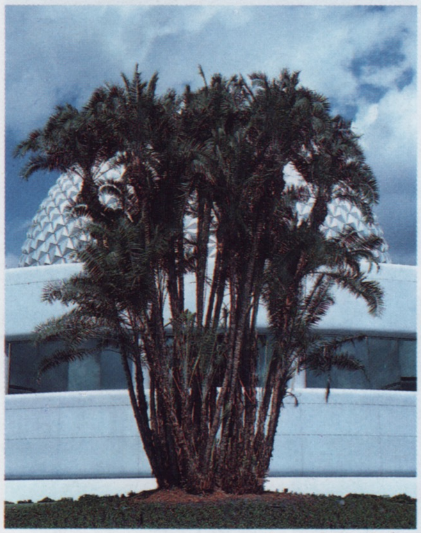


The Sago Palm dates back to the time of dinosaurs

Young Fan Palms used as a hedge

Photography by Max Navarro

The tropical image anticipated by visitors to California



Senegal Date Palm

weather."

One unusual palm in particular stands in front of Earth Station in Future World, Epcot Center—a multiple-trunk specimen palm, Phoenix Reclinata, so large that it could not be moved in one piece. It was divided at the root ball into three separate pieces, then moved to the Backstage nursery where the pieces were realigned. Once the wood meshed and began to grow again, the palm was permanently placed in its current site.

The creative uses for palms have become a challenge for the Disney Horticulturists. Palms are used for graceful entrances, both in formal groups and in more natural settings, as borders, hedges and ground cover, as tiers of foliage against massive walls. They delineate walkways, provide indoor decorations as canopies and as vertical focal points, and achieve theming and atmosphere to World Showcase areas such as Morocco, Mexico, and other tropical settings in the Parks.

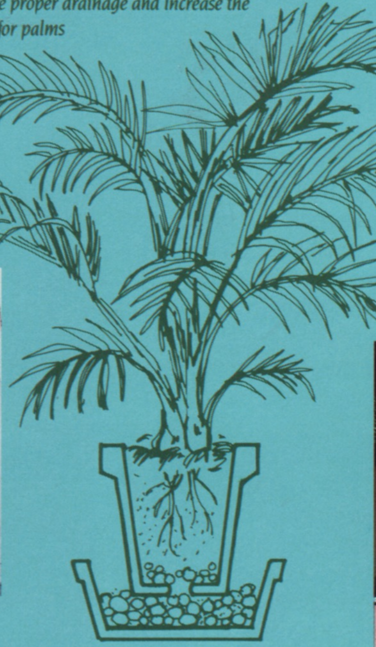
"Our collection of palms keeps growing," says Katy Warner, "and we are always looking for new ways to use them. For example, we are now studying new ways to light the palms at night, to capture the dramatic effect of the beautiful shadows palms so gracefully cast."

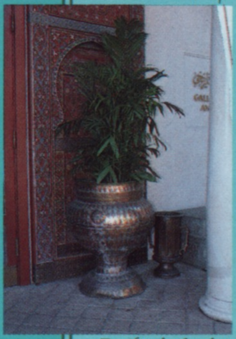
Date Palms frame Morocco

Mexico surrounded by palms

Palms in Pots How-To

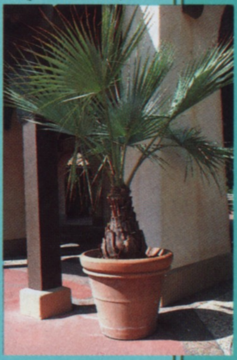
A potted palm sitting on top of a dish of pebbles filled with water will assure proper drainage and increase the humidity ideal for palms





Feather leaf palm

Fan leaf palm



Popular Palms for Potting

Parlor Palm (Chamaedorea Elegans)
Bamboo Palm (Chamaedorea Erumpens)
Dwarf Date Palm (Phoenix Roebelenii)
Lady Palm (Rhapis Humilis)
Kentia Palm (Howeia Belmoreana)

Palms are members of the monocot subdivision of plants, as are orchids, lilies, and grasses. In fact, a young palm seedling often resembles a blade of grass. Two groups of palms can be easily recognized by their leaf forms. First: the pinnate, with feather-like leaf blades; second: the palmate, with fan-like leaf blades.

Most young palms prefer shade, and all tolerate it, making them highly suitable for indoor use. Palms also do well indoors during the winter dormant period. Since they have no tap roots, palms can tolerate crowding, allowing them to grow in containers which appear quite small in relation to the size of the plant.

To pot-up a palm, supply good potting soil, adequate drainage, and a not-too-large container. Palms, even big ones, transplant easily in late spring or early summer, just before their growing season.

Palms need a lot of water when they are actively growing. When the soil feels dry, supply enough water so that all the soil in the container becomes moist. Water should drain freely out the bottom hole. Actively growing palms will benefit from an occasional drenching. Drenching the soil for four or five minutes will wash away salts and acids. Washing down the whole plant is beneficial, especially for palms exposed to dust. And a few hours of semi-shade assures a healthy growing plant.

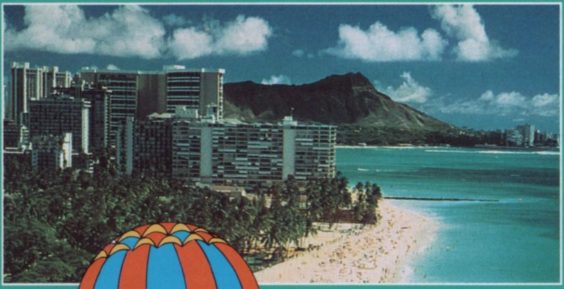
Fertilize growing palms often with balanced essential elements. Stop feeding with the onset of cold weather.

Palms look neater when old leaves are removed after they turn brown. To keep pest-free, make neat cuts close to the trunk of the palm when removing leaves.

Destination:

RELAXATION

The "Fun Ships" of Carnival Cruise Lines



Exclusively for Club Members, from the Magic Kingdom Club Travel Center.

Imagine cruising to the warm Caribbean, majestic Alaska, festive Mexico, or relaxing in the island paradise of Hawaii. Now, the Magic Kingdom Club Travel Center brings you these deluxe vacation opportunities at exclusive Club savings!

Holland America

Set sail for the sun, fun and exotic ports of the Eastern or Western Caribbean with 7 or 10 day Caribbean Cruises. Or, discover the once-in-a-lifetime experience of a 7 day Alaskan Cruise to spectacular Glacier Bay.

Carnival Cruises

The fun and excitement of Mexico awaits with 7 day cruises to the Mexican Riviera, including nightly shipboard entertainment and casino.

Pleasant Hawaiian Holidays

From its world famous beaches to its breathtaking volcanoes and mountains, Hawaii is paradise. Discover it for yourself with 7, 9, 11 or 14 day hotel or condominium holidays, including round trip airfare and more.

Ask for a detailed itinerary and Club savings, or make reservations by calling (800) 345-5700 (toll free) 8:30am–5:00pm, Monday–Friday (Pacific Time), or complete the coupon below.

Please send me information on the vacation plans:

☐ Holland America ☐ Carnival Cruises
☐ Pleasant Hawaiian Holidays

Mail To: Magic Kingdom Club Travel Center
P.O. Box 4180 • Anaheim, CA 92803
Attn: Exclusive Vacation Plans

© 1988 The Walt Disney Company

MAGIC KINGDOM CLUB®
TRAVEL CENTER

Name____________________________

Address__________________________

City______________ State_______ Zip_______

Phone (   )______________________

Magic Kingdom Club Chapter #______________

SHOOTING AT THE GOLDEN OAK

Lights, Camera, Action!

THE
GOLDEN OAK
UNDER THIS TREE GOLD
WAS FIRST DISCOVERED
IN CALIFORNIA BY
DON FRANCISCO LOPEZ
MARCH 9, 1842

The most famous of the ranch's landmarks

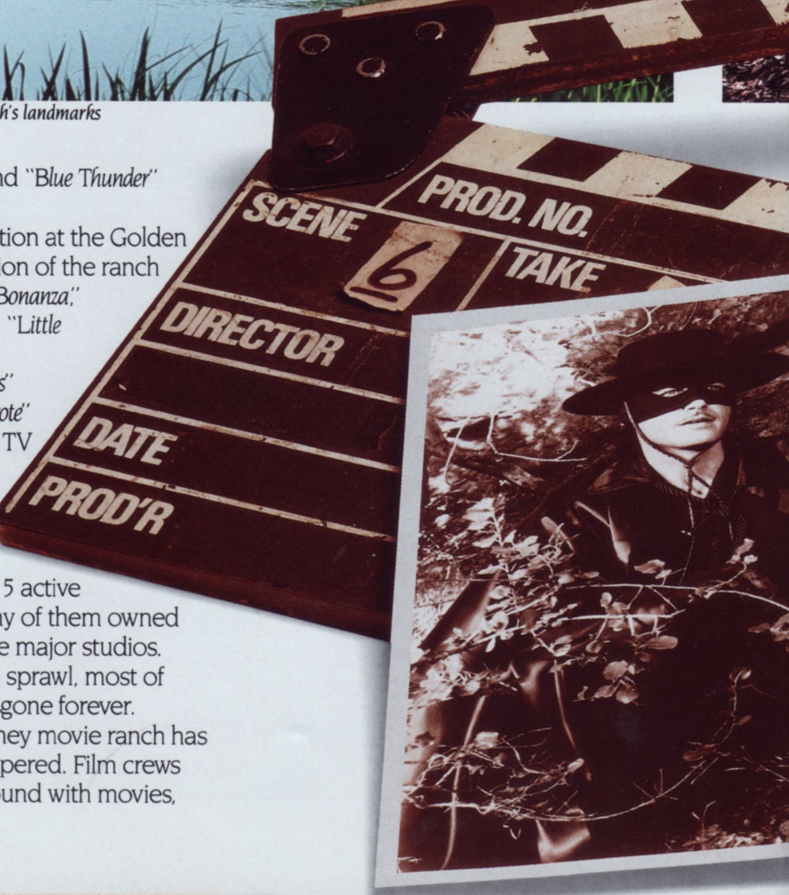
About 25 miles north of the Disney Studio in Burbank is a 708 acre property called the Golden Oak Ranch. This "working ranch" runs no cattle, grows no crops, and supports just a handful of old horses. But the Golden Oak is far from being unproductive.

Every year this unique location helps to create celluloid magic for movies and television. The Golden Oak is a "movie ranch," owned and operated by The Walt Disney Company. Exterior scenes have been shot here for *"The Mickey Mouse Club," "Zorro," "Pollyanna," "The Parent Trap," "Pete's Dragon," "The Love Bug"* and numerous other Disney productions.

Because of its varied scenery and close commute to Los Angeles, the Golden Oak is used by many of the Hollywood studios. For example, within the last few years, feature films like *"Short Circuit," "Back to the Future,"* and *"Blue Thunder"* shot exteriors here.

Television production at the Golden Oak is a major portion of the ranch workload. *"Lassie," "Bonanza," "Marcus Welby, M.D.," "Little House on the Prairie," "Fantasy Island," "Roots"* and *"Murder, She Wrote"* are just a few of the TV shows that have used the ranch.

At one time Southern California boasted 15 active movie ranches, many of them owned and operated by the major studios. Today, due to urban sprawl, most of these locations are gone forever. Fortunately, the Disney movie ranch has survived— and prospered. Film crews are still busy year-round with movies,



TV shows and commercials.

When the Disney Studio first began filming live action features, it was not unusual to travel long distances to find the perfect atmosphere and background. In fact, many feature films continue to be made this way. But producing a weekly TV series required a location close to the Studio.

Golden Oak "extras" wait for the next "cattle call"

A country atmosphere was needed to film the Triple R Ranch scenes for the Mickey Mouse Club's "*Spin and Marty*" series. Location scouts soon discovered the Golden Oak and couldn't believe what they had found: sprawling meadows, majestic oak trees, streams, creeks, canyons, and a horse breeding ranch. All this—just a short drive from the Studio in Burbank! The Triple R had found a home.

"*The Adventures of Spin and Marty*" began as an all-boy cast with Tim Considine and David Stollery in the title roles. The second season saw the addition of female Mouseketeers, including Annette Funicello. David Stollery, who played tenderfoot "Marty," recalls what it was like spending three summers at the Golden Oak Ranch. "It would take an hour to get out there, but it was worth it. Working at the ranch was always much more interesting than being on a sound stage."

Tim Considine, "Spin," remembers being able to ride horses at the ranch during his lunch break. "It was a lot of fun, but it was also work," recalls Considine, who was 14 at the start of filming. "We worked out there for three years. It was a good experience."

Annette's mother, Virginia Funicello, fondly remembers riding to the Golden Oak with a busload of teenage boys and girls. "We had to get up real early in the morning to go on location, but none of them minded. They sang in the bus going over."

She also recalls the Golden Oak Ranch as a great experience for these young actors. "They loved it. They wore cowboy outfits...they rode the horses...they swam...they didn't want to go home at night. It was wonderful!"

During the three years of production of "*Spin and Marty*" the Disney Studio did not yet own Golden Oak, it was used on a rental basis. Walt, busy at this time with his new Theme Park in Anaheim, was not to discover the ranch for himself until several years later.

As the Studio increased live action production for movies and television, it became obvious that finding a permanent outdoor site was essential. Many outdoor film locations were gradually being subdivided into housing tracts, and the day was not far off when movie ranches would cease to exist. Using the foresight that has since become a Disney trademark, Walt did what he knew he had to do, and representatives from the Studio were instructed to look for a permanent site that might be for sale.

After thoroughly researching available sites, the Golden Oak was recommended as the best choice. Walt visited the property and agreed. Bob Gibeaut, who recently retired as Vice President of Studio Operations, recalls how impressed Walt was with the Golden Oak. "He was very fond of the ranch. He liked it so much that Walt seriously considered building a house and living there."

In 1959, Disney purchased the 315-acre Golden Oak Ranch for $300,000. The first film shot at the ranch after the purchase was "*Toby Tyler*." During the next five years, the Company bought additional land, enlarging the ranch to its present 708 acres. This added acreage was necessary to ensure unhindered vistas in all directions.

Controlling the environment is essential to shooting on location. A movie set in the 1800s doesn't work if the viewer can see television antennas, automobiles or power lines in the background. Several years ago the Golden Oak environment was threatened when the State of California planned to put a new freeway right through the middle of the property.

The Disney Studio worked closely with state highway officials and a compromise route was found. The freeway now skirts the western border of the ranch, out of sight from film sets. There was a consideration that traffic jams and accidents might occur if motorists could see a Civil War battle raging on an adjacent meadow.

Thanks in part to its zoning for agriculture, the Golden Oak Ranch looks much the same as it did almost 30 years ago. There have been a few "improvements" to the property itself, however, including a man-made lake and a waterfall with its own on/off switch. A few years back the producers of "*Roots* II" constructed a million dollar set—a replica of Henning, Tennessee—which was aged during the filming to show the town progressing from 1882 to the present. Rather than dismantle the set when filming was complete (as is the normal procedure), this set was kept intact and has been "revived" for use in a number of different films.

Need a railroad track? The Golden Oak's got one!

Keeping the ranch picture-perfect is the job of Foreman Pat Patterson and his assistant, Jesus Guerrero, both of whom live on the property. Together they supervise a work crew that varies with the level of film production. One major problem on the ranch is the gopher population, which, if left unchecked, could create safety problems. Patterson makes sure the burrowing critters are kept under control, otherwise, as he explains, a calvary charge for the cameras could result in crippled horses—and injured actors.

Keeping the green acres of Golden Oak green is another of the crew's chores. "During the summer we sometimes water from 7:00 a.m. to 9:00 p.m.," Patterson explained. "The idea is to keep everything green year-round. Sometimes, of course, a director might want the grass brown. In that case, they *paint* it brown." This is standard procedure in Hollywood: find the perfect location, then change it to make it more perfect.

For several years in the 1960s, the ranch was home for a herd of eight buffalo. At the time, Walt Disney was thinking of having a variety of animals kept at the ranch. But the buffalo tended to roam, break fences, and ruin film shots. Walt then decided to donate his herd to the nearby William S. Hart State Park in Newhall where they could be viewed and enjoyed by the public. Today, the only reminders of Walt's menagerie are several wild peacocks which still roam the ranch.

This unique property has always had a colorful history. A few hundred years ago the Golden Oak was called San Francisquito Rancho, and was a part of the Mission San Fernando. Then, an event occurred 146 years ago which *almost* made the Golden Oak an important part of California history.

Most people know that in 1849 gold was discovered at Sutter's Mill, plunging America into "gold fever," and sending "forty-niners" flocking to northern California. What many people *don't* know is that what happened up north wasn't California's first gold rush. The first one happened seven years earlier—at the Golden Oak. In 1842, a rancher named Francisco Lopez had rented part of the ranch to graze his stock, hunt deer, and to prospect—as a hobby—for gold.

While gathering some wild onions for his wife, he discovered a few gold nuggets among the roots of an oak tree. For the next two years, miners, prospectors, Chinese laborers, and outlaws scrambled to Placerita Canyon to seek their fortune. But the "gold strike" was so modest it's almost forgotten history. All that remains of the Golden Oak's moment of glory is a plaque at the base of the old oak tree.

Today it's clear that the real gold to be found here was the beautiful land itself, and the original purchase price paid by Walt Disney probably represents more gold than was ever taken from the Golden Oak creek beds back in 1842.

Created for Roots II, this picturesque town is still starring in films and television

It's been over 30 years since Spin and Marty spent their summers at the Triple R Ranch. Tim Considine, "Spin," is now a writer with several books to his credit. He is also a producer and is currently working on a TV miniseries. David Stollery, "Marty," runs his own industrial design company with clients from around the world. And Annette continues to be active in films, television, music, and commercials.

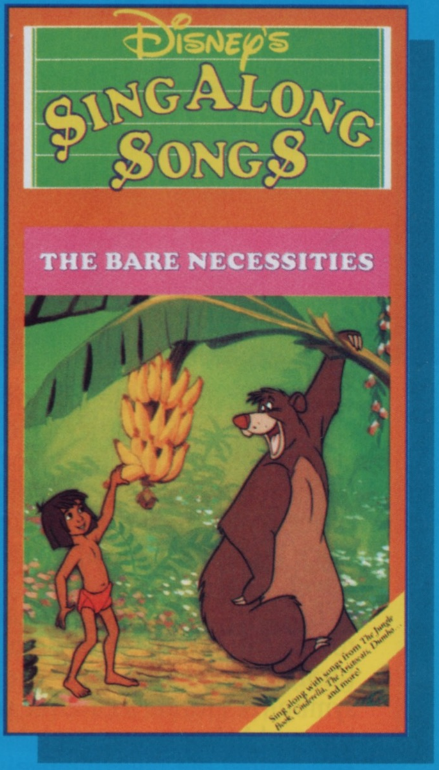
A lot has changed in three decades, but the Golden Oak Ranch remains almost untouched. While most movie ranches have long since bitten the dust, the Golden Oak stands as a living memory to the vision of a great film maker. Walt Disney didn't see gold when he first set eyes on this beautiful land, he saw the future.

Written and photographed
by Joe Burns

Disney's
Sing Along Songs

Disney's
Sing Along Songs
YOU CAN FLY!
Sing along with songs from Peter Pan, Lady and the Tramp, The Jungle Book, Pinocchio, and more!
NEW!

Disney's
Sing Along Songs
HEIGH-HO
Sing along with songs from Snow White and the Seven Dwarfs, Lady and the Tramp, Pinocchio, Mary Poppins...and more!
VHS


Disney's
Sing Along Songs
THE BARE NECESSITIES
Sing along with songs from The Jungle Book, Cinderella, The Aristocats, Dumbo... and more!

Singing along to favorite Disney songs is easy! Lyrics appear on-screen, so kids can sing along while watching a rainbow of scenes from best-loved animated Disney Classics, including **Snow White and the Seven Dwarfs, Song of the South, The Jungle Book, Pinocchio, Cinderella, Peter Pan**…and more! Take home a songfest of fun with this tune-filled trio of captivating videocassettes!

Only 14^{95}* Each!

Available wherever videocassettes are sold.

*Suggested retail price.

Walt Disney Home Video distributed by Buena Vista Home Video, Burbank, California 91521.
Printed in U.S.A. (HV-2597)

© MCMLXXXVIII The Walt Disney Company.

THE GRAND FLORIDIAN BEACH RESORT. ANOTHER TIME, ANOTHER PLACE.

Journey back to the turn-of-the-century . . . to another time and another place. The Grand Floridian Beach Resort. An oasis of elegance that's the first of its kind since the golden age of pleasure travel.

Bright white towers and gabled roofs echo the Victorian architectural influence that has come to symbolize Florida's carefree winters and balmy summer nights. And inside, the towering five-story Grand Lobby is capped by three illuminated stained glass domes, glittering chandeliers and gleaming brasswork.

All the craftsmanship and beauty of a bygone era continues in The Grand Floridian's five restaurants, lounges, English-style garden and its quaint shops. Modern-day amenities abound here, too. Like monorail service at the entrance, "Mousketeer Club" child-care facility, swimming pool, health club and a marina on white sand beaches.

Yet nowhere else is more attention paid to thoughtful details than in The Grand Floridian's 900 guest rooms and suites; accommodations are the most luxurious on Disney property. Guests staying in the concierge rooms and suites will enjoy complimentary continental breakfasts, wine and cheese in the afternoons and cordials in the evening, along with butler service and private elevator access.

Reservations are now being accepted for accommodations at The Grand Floridian Beach Resort beginning August 1, 1988. Guests may choose to stay for a single night or longer.

The Grand Plan is for those who travel in the grandest style. It includes four nights' deluxe accommodations, unlimited admission to the Magic Kingdom and Epcot Center, recreational activities and breakfasts, lunches and dinners at a variety of Walt Disney World restaurants, dinner shows, character breakfasts and room service, for an all-inclusive price.*

For reservations or information regarding the Grand Floridian Beach Resort or any of the other Disney resorts: Contemporary, Polynesian Village Resort, Disney Village Resort, The Disney Inn and Fort Wilderness Campground Resort—Magic Kingdom Club Members may call (407) 824-2600, or write Magic Kingdom Club Travel Center, Walt Disney World, P.O. Box 10,160, Lake Buena Vista, FL 32830.

GRAND FLORIDIAN
BEACH RESORT

Walt Disney World®

© 1988 The Walt Disney Company T502

*excludes alcoholic beverages

Mickey's Other VOICE

During Mickey's early years the lovable character's familiar high-pitched voice was provided by his creator, Walt Disney himself. However, as the Studio's fortunes grew, Walt became involved in a multitude of projects and soon found he had less and less time to devote to his little friend. He knew it was time to find a new voice for Mickey. These are the memories of Mickey's "other" voice.

In 1935, a young musician named Jimmy Macdonald arrived at the Walt Disney Studio on Hyperion Avenue in Hollywood for a short-term job. That temporary stint turned into a career of 52 years for the now 82-year-old sound effects wizard, and it hasn't ended yet.

"I came in as a drummer," Macdonald recalls. "Pretty soon they asked me to stay and develop a sound effects department...although what I knew about sound effects you could put in your ear!"

In those early days of talking pictures, Walt wanted the sound for his cartoons to match the genius of his animation. Like a vaudeville drummer, Macdonald started by using cowbells, horns, plates and ratchets, but soon began creating more elaborate props in his shop at home.

He says, "Walt didn't coach me; in fact, no one coached me. It was something I learned by doing. It wasn't long before the Walt Disney Studio had the best sound effects library in the industry. And Walt was really proud of the department. He would bring visitors by all the time and ask me to show them how to make all sorts of different sounds...he was all excited by my props and gadgets, and he just loved sound effects. It was always a happy association."

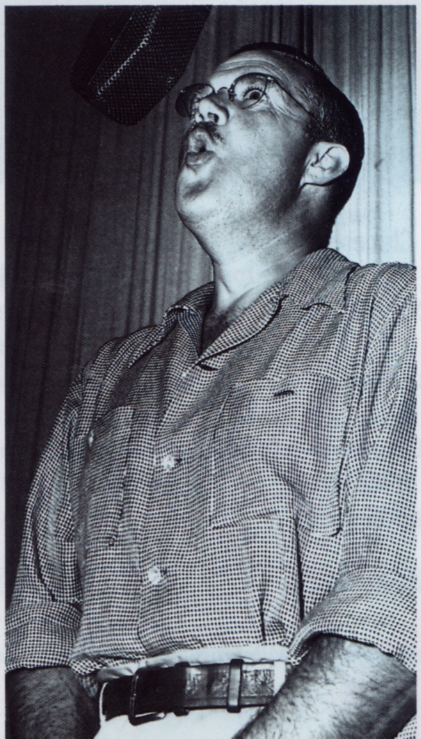
One day, when the Studio was right in the middle of work on *Mickey and the Beanstalk*, the sound effects specialist remembers getting a call directing him to see Walt *immediately*. "I thought, 'Uh, oh, what did I do?'," Macdonald remembers. "When I got to his office, Walt said, kind of thoughtfully, 'Jim, the animators are screaming for Mickey's dialogue. But I just don't have the time to do it. I don't know if I'll ever have the time to do it again.' This could really hold things up since, for animated features, the characters' dialogue is recorded first and the animation is done to correspond to the dialogue.

"Then Walt surprised me with this question: 'Ever do Mickey's voice?'

'No.'

'Well, try it.'

"So I did. We recorded an 'A' and a 'B' track, one with Walt doing Mickey and one with me doing it. Then we compared the voices and Walt said, 'Sounds good to me!' And right then we switched over to using my voice for Mickey, right in the middle of *Mickey and the Beanstalk*. And I did his voice for 38 years."



Macdonald's repertoire of character voices also includes Chip and Dale, and Jaq and Gus from *Cinderella*. And at the 1964 New York World's Fair, when the Studio and WED were producing the show for the Ford Motor Company presentation, he was called in to "talk like a caveman."

"You know, we would do whatever Walt wanted, although he didn't rule with an iron hand. I feel that he had what I call 'the greatest native intuitiveness' of anyone in the entertainment world. He was a real perfectionist."

Macdonald recalls one instance when Walt's perfectionism revealed his insightful sensitivity to the young members of his audience. "It was during a storyboard meeting and this director said, 'At this point we'll have the narrator say, 'When all the kids get a new bike...,' when suddenly Walt spoke up, 'No! Too many kids will never get any bicycle, let alone a new one, and that will make them heartbroken!' He sure loved children."

Although Macdonald officially retired in 1975, he continues to lend his expertise to many Disney projects. Currently, he is busy with the Disney/MGM Studios at Walt Disney World, which includes plans for a "Jimmy Macdonald Show" of sound effects.

And after 52 years, what is his favorite memory of Walt? It was a very special moment. "I was on the stage recording Mickey's voice, and Walt was in the booth, although I didn't know it while I was working. Then he and Marc Davis (the animation director) got up to leave, and Walt called out to me with a big smile, 'You know, *I* do Mickey, too!' "

by Julia Joslin

Did you ever wish you had one more night?

One more night of French cuisine or Chinese mystery or stirring Americana?

One more night of starbursts, IllumiNations and castles in the sky?

One more night to relax inside the fabulous Walt Disney World® Resort?

Well if you've got the time, we've got the place — for free! Spend three nights with the Hilton at Walt Disney World Village this fall, and you'll spend nothing on the fourth.

Imagine an extra evening to take in Mickey's 60th Birthday Party at the Magic Kingdom.® Or set sail for discovery and adventure aboard a Viking ship in the just completed Norway Showcase at Epcot® Center.

Combine the new things to see with shorter lines in cooler autumn weather, and you couldn't wish for better timing on Hilton's "Fourth Night Free" offer.*

For reservations, call 1-800-HILTONS or the hotel directly at 1-800-782-4414 today.

HILTON
At Walt Disney World Village
AN OFFICIAL HOTEL OF WALT DISNEY WORLD

**Offer good August 22 - December 21, 1988 and subject to availability. Not valid in conjunction with any other Hilton package or offer.*

All-Summer Mickey Celebration!

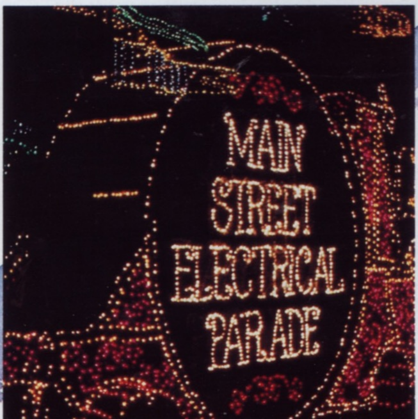
Walt Disney Attractions is going all out for **Mickey's Sixtieth Birthday** celebration. Both Disneyland and Walt Disney World are planning events designed to make each and every guest part of the party.

SIXTY YEARS
MICKEY
WITH YOU

Disneyland

What's a birthday party without presents? Disneyland wants to be sure that every young guest visiting the Park this summer receives a gift, so the Main Entrance has been redesigned to include **Mickey's Magic Birthday Gate**. Every child eleven years old and under will receive a special present as they pass into the Magic Kingdom. Gifts to be awarded range from pins to plush to passports, but the big news is the Grand Prizes—thousands of bicycles—**"Mickey Mouse Birthday Special Speeders"**—will be given away to lucky winners during the summer celebration!

There's also a brand new **Stage Show** to be performed during the daytime hours on the **Videopolis** stage. The extravaganza will salute the career of the world's most famous mouse, from film star to Theme Park host (not unlike our cover story!). And, in an exciting new **Parade,** a brand new cast of mice will arrive in vintage vehicles—by land, sea and air—to celebrate the birthday of their famous relative.



In addition, a special float has been created to carry the birthday mouse in the spectacular **Electrical Parade** which performs twice each night.

Walt Disney World

Walt Disney World has gone so far as to set aside a separate area dedicated just to Mickey, named (appropriately enough)—**Mickey's Birthday Land**, located near The Mad Hatter's Tea Party in Fantasyland. The party starts at the Main Street Station where the **Mickey Mouse Birthday Express** begins its pufferbelly journey to the new attraction. On arrival, guests walk right into Mickey and Minnie's house where they relive Mickey's star-studded career in his Memory Room, assist Goofy in baking the birthday cake in Minnie's Kitchen, and help blow out the candles on the 12-foot-high cake in the Party Room.

Mickey and Minnie celebrate the Constitution

Additional summer activities in the Magic Kingdom include the continuation of the **Constitution Bicentennial Parade** which marches down Main Street, U.S.A., twice daily, with the ever-popular **Electrical Parade** taking its turn after dark.

At Epcot Center, **Communicore West** in Future World has acquired seven new residents—robots who have turned their considerable talents to the arts. Two members of this septet produce portraits of Epcot Center guests, while the remaining five perform balancing acts with spinning tops that will amaze the most sophisticated robot fancier.

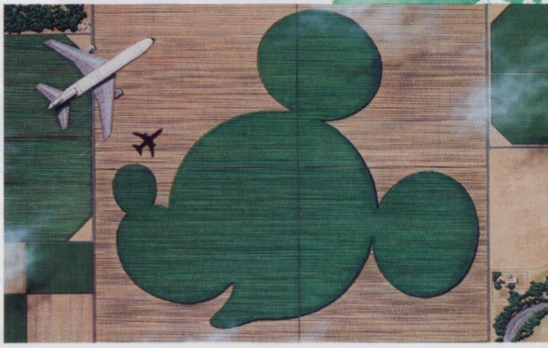
This summer, too, guests will be treated to the first new World Showcase addition since Morocco in 1984. **Norway, Gateway to Scandinavia,** promises a true Nordic experience.

Then, just as the clock reaches the closing hour, the magic wand of **"IllumiNations"** transforms World Showcase into a fairy tale. Through an intricate program of lasers and lights, solid edifices dissolve into whimsical pictures: Hotel du Canada becomes a stand of fir trees; a Bavarian castle turns into a gingerbread house; dragons appear in China, genies in Morocco, and colorful kites in Japan. It's a fitting way to end a magical summer day in Epcot Center.

Little Mouse on the Prairie

If you happen to be traveling cross-country this summer, chances are you'll find yourself over central Iowa at some point. If you take a moment to look out the window, you'll get a good view of the **world's largest birthday card**—presented to Mickey by his pals: Minnie, Goofy and Donald.

A "corny" birthday greeting for Mickey



Nearly one-square mile of Iowa farmland now sports Mickey's famous profile formed by growing corn and surrounded by oats. Planting took place just after ground thaw in mid-April, and the crop is expected to be harvested in mid-October. So, as you fly high above mother earth, be on the lookout for one of her favorite sons!

Walt Disney Home Video is pleased to bring you summer viewing fun. First, they've just released **"Hello, Again,"** the 1986 comedy starring Shelley Long as a housewife who finds life much more interesting the second time around. Then "fill your home with magic"—with five exciting cartoon packages. Brand new are the **Walt Disney Mini-Classics**—featuring four all-time favorites including **"Mickey and the Beanstalk"** and **"The Reluctant Dragon", Disney's DuckTales**—three new programs consisting of two episodes each, and **Disney's Sing-Along Songs**—with a new title, **"You Can Fly!"** The other programs in the collection are ten volumes of **Walt Disney Cartoon Classics** and four **Winnie-the-Pooh** featurettes.

Shelley Long says "Hello, Again" for Home Video

Walt Disney Mini Classics
Walt Disney Mini Classics
Mickey and the Beanstalk
Walt Disney Mini Classics
Walt Disney Mini Classics
Disney's DuckTales
Daredevil Ducks

This summer, fill your home with the magic of Walt Disney Home Video

The Disney Channel has announced that Marc Price (Skippy, on "Family Ties,") is developing a one-hour special for The Channel that will feature the best young comedians in the country. Price, who is also a stand-up comedian, will head up a nationwide talent search for comedians, class clowns and all-around funny kids no more than 18 years old. In June, The Channel presents **Garrison Keillor's "A Prairie Home Companion: Second Annual Farewell,"** taped at Radio City Music Hall, and **"Night Train to Kathmandu,"** an exotic suspense film originally scheduled to premiere in spring, 1988.

Marc Price is bringing a new kind of comedy to The Disney Channel

America's favorite frontiersman will soon have a new look on NBC

Garrison Keillor says good-bye—again—on The Disney Channel

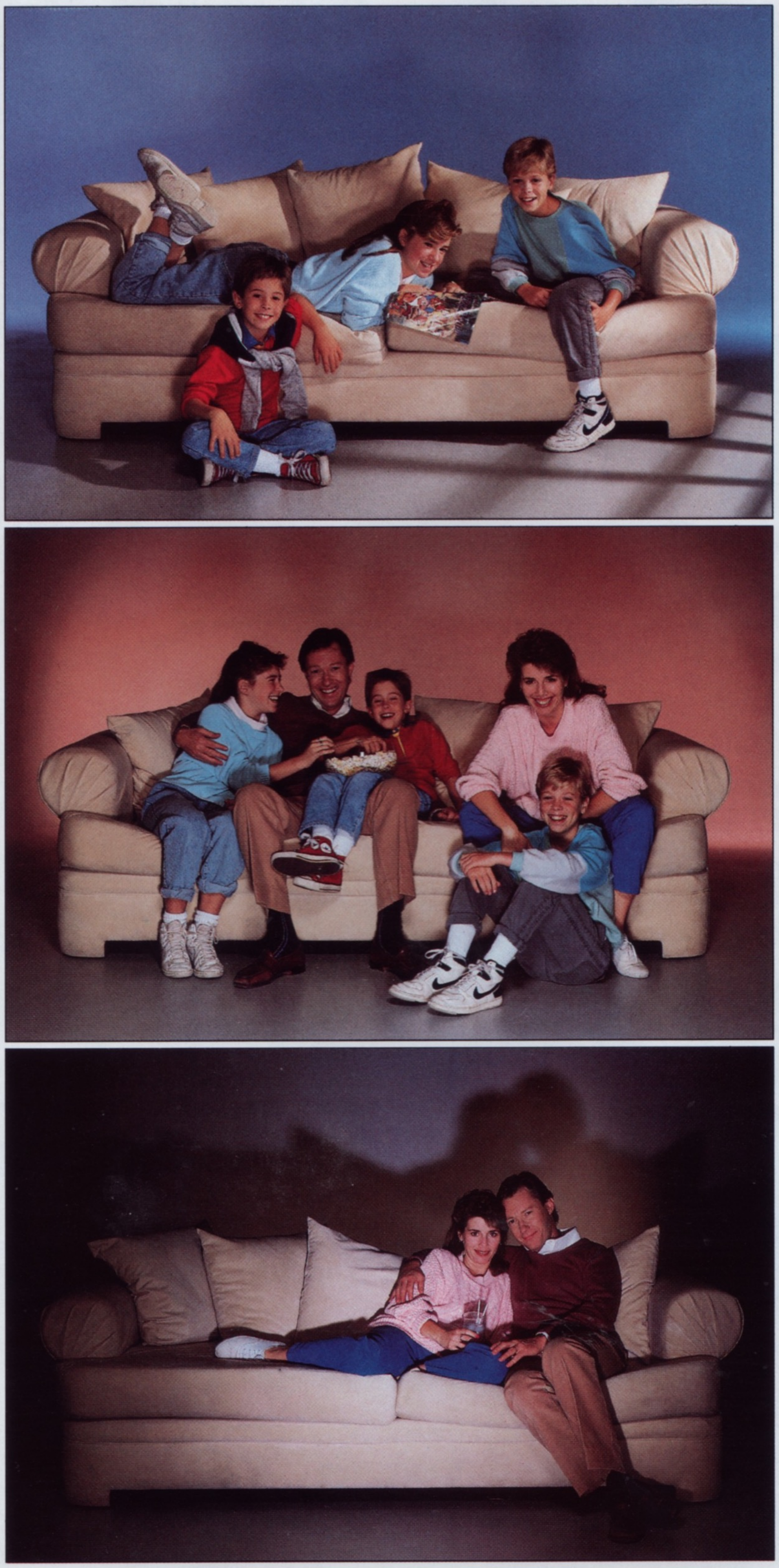
Buena Vista Television continues to come up with winners. **"DuckTales"** will introduce new characters in two, two-hour prime-time specials now scheduled for November, 1988, and February, 1989. And the ever-popular, Emmy-award-winning **"Golden Girls"** has recently been slotted for syndication, and soon will be seen Monday through Friday on local stations.

Walt Disney Pictures will release the animated classic, **"Bambi"** this July for its sixth reissue, while work continues on the newest fully animated feature, **"Oliver and Company,"** scheduled to debut in November.

And from Touchstone Films, June brings the quarrelsome foursome (Bette Midler and Lily Tomlin, twice) of **"Big Business."** A brand new offering from Touchstone, **"Cocktail,"** stars Tom Cruise as an apprentice bartender to Bryan Brown's practiced hand. "Cocktail" is due for an August release.

For the 1988-1989 season, Disney will once again be seen on NBC. A new one-hour series, comprised of a unique blend of Disney-style entertainment is now in development for a fall debut. The core of the series will include four recurring series, one of which will be an all-new version of **"Davy Crockett."** Additional series-within-the-series include **"Mickey's 60th Birthday"** and **"Celebrity Circus."** Disney theatricals and made-for-television product will round out the program mix.

One channel fits all.



The Disney Channel. It's like getting three channels in one.

Mornings and afternoons are for kids. With programs that entertain as well as educate.

Early evenings, the whole family will want to share quality movies, specials and first-run series together.

And when it's time for the kids to go off to bed, The Disney Channel is for you.

There's nothing else like it on TV, cable or broadcast. The Disney Channel. The one channel tailored to fit your whole family, perfectly.

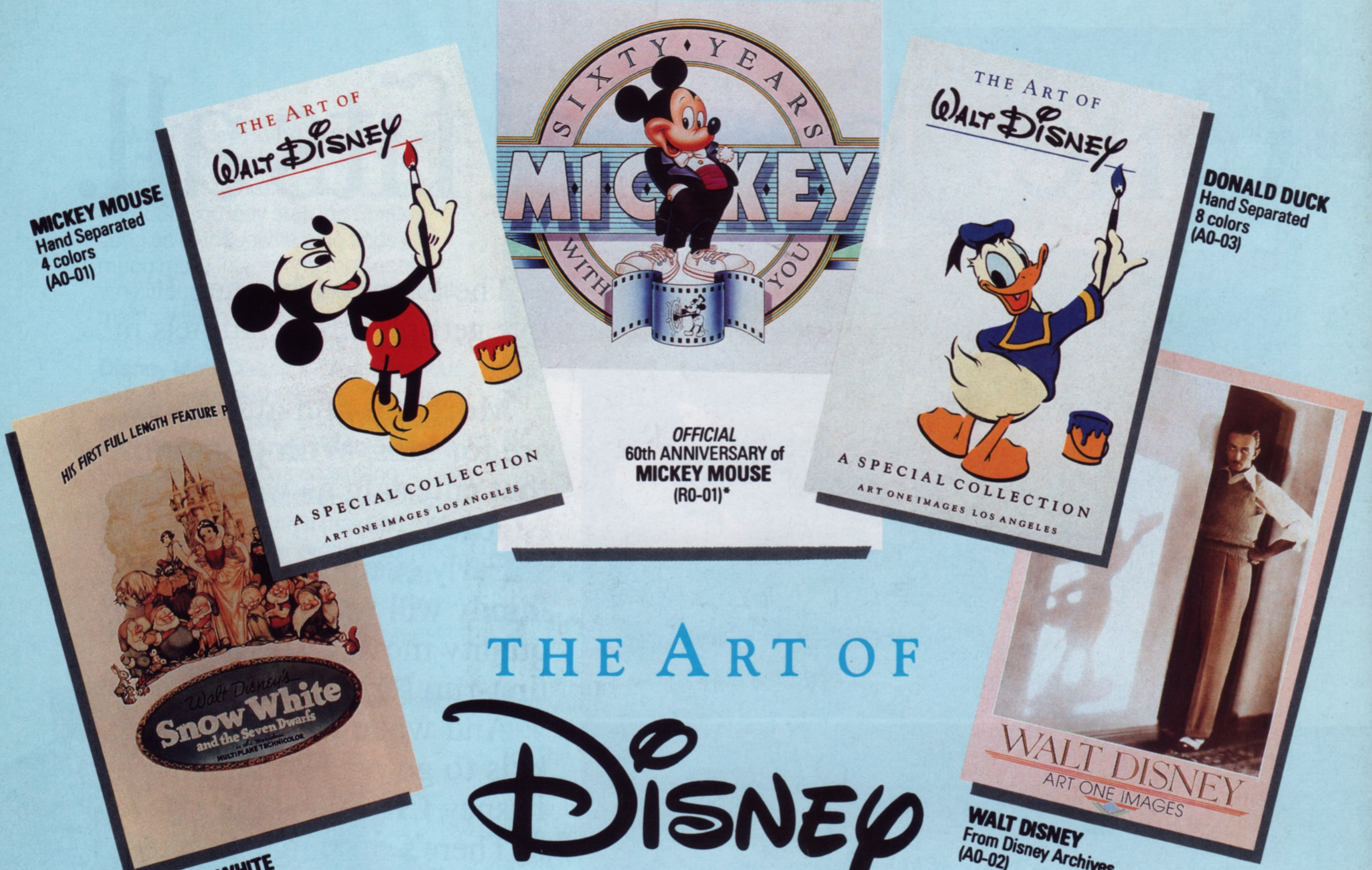
Subscribe to The Disney Channel today! To identify your local cable company and receive a $10.00 cash back offer call...

1-800-722-6003

The Disney Channel

America's Family Network™

©1988 The Walt Disney Company


THE ART OF
Walt Disney
A SPECIAL COLLECTION
ART ONE IMAGES LOS ANGELES
SIXTY YEARS WITH YOU
MICKEY
HIS FIRST FULL LENGTH FEATURE P
Walt Disney's
Snow White
and the Seven Dwarfs
MULTIPLANE TECHNICOLOR
WALT DISNEY
ART ONE IMAGES

MICKEY MOUSE
Hand Separated
4 colors
(A0-01)

OFFICIAL
60th ANNIVERSARY of
MICKEY MOUSE
(R0-01)*

DONALD DUCK
Hand Separated
8 colors
(A0-03)

WALT DISNEY
From Disney Archives
(A0-02)

SNOW WHITE
Original One Sheet
Reproduction
(A0-04)

THE ART OF
Disney

An Exclusive Collection of Fine Art Posters brought to you by ART ONE IMAGES and The WALT DISNEY COMPANY

ART
ONE 1
IMAGES

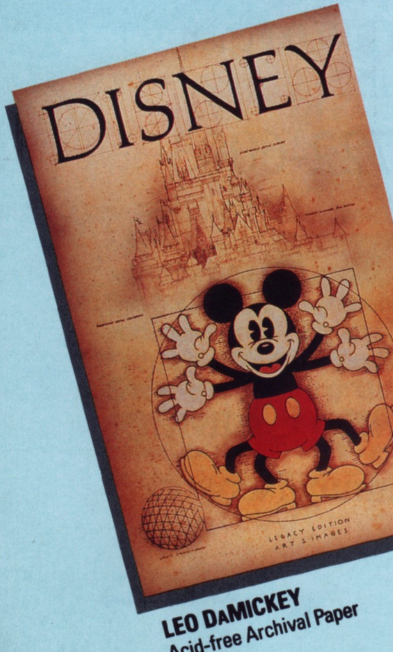
Individual posters $25.00. Buy the complete set of seven and receive the official 60th Anniversary of Mickey Mouse Poster* FREE!(value$25.00)

All Posters measure 24" x 36".

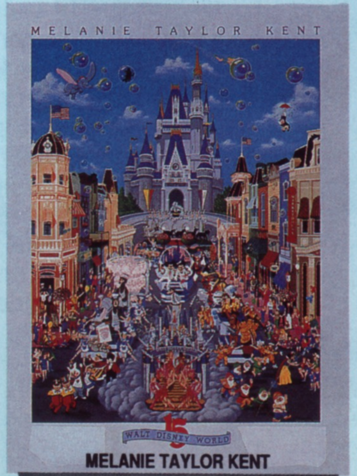
To Order please call Toll Free **1-800-262-7361**
In California call collect 213-263-7361

Visa/MasterCard accepted, or send check or money order to:
Art One Images, 751 Monterey Pass Road, Monterey Park, CA 91754
(in California include 61/2 % sales tax). Plus shipping and handling.

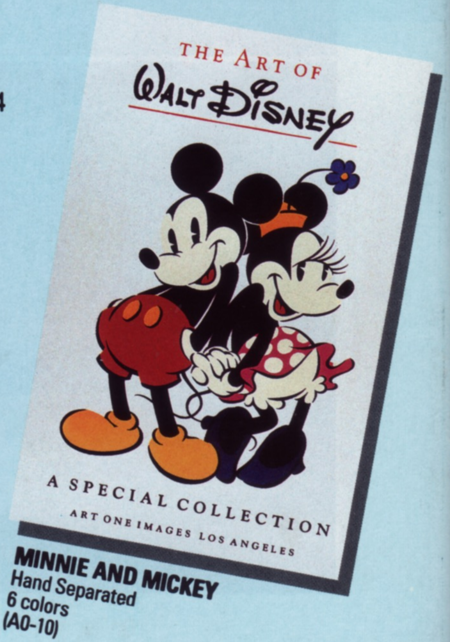
Art One Images
creates fine art in the
Disney tradition


DISNEY
LEGACY EDITION
ART 1 IMAGES

LEO DaMICKEY
Acid-free Archival Paper
(A0-11)


MELANIE TAYLOR KENT
15
WALT DISNEY WORLD

MELANIE TAYLOR KENT
(A0-05)


THE ART OF
Walt Disney
A SPECIAL COLLECTION
ART ONE IMAGES LOS ANGELES

MINNIE AND MICKEY
Hand Separated
6 colors
(A0-10)

©1987 The Walt Disney Company